

# GetPlayerFromName

This function returns a player element for the player with the name passed to the function.

## Syntax

```
player getPlayerFromName ( string playerName )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *Player(...)*

## Required Arguments

- **playerName:** A string containing the name of the player you want to reference

## Returns

Returns a player element for the player with the nickname provided. If there is no player with that name, *false* is returned.