

GetTeamName

This function gets the team name of a team object.

Syntax

```
string getTeamName ( team theTeam )
```

OOP Syntax Help! I don't understand this!

- Method:** *team:getName(...)*
- Variable:** *.name*
- Counterpart:** *setTeamName*

Required Arguments

- **theTeam:** The team you want to retrieve the name of.

Returns

Returns a string representing the team's name if the team object was valid, *false* otherwise.