GetPlayerPing

This function returns the ping of a specified player. The ping is the number of milliseconds that data takes to travel from the player's client to the server or vice versa. If a player is using a VPN their ping will still be returned correctly.

Syntax

```
int getPlayerPing ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

Method: *player:getPing(...)*
Variable: *.ping*

Required Arguments

- **thePlayer**: The player whose ping you want to determine.

Returns

Returns the ping as an int, or *false* if the player is invalid.