GivePlayerMoney

This function adds money to a player's current money amount. To set absolute values, setPlayerMoney can be used.

> **Note:** Using this function client side (not recommended) will not change a players money server side.

Syntax

Server

```
bool givePlayerMoney ( player thePlayer, int amount )
```

OOP Syntax Help! I don't understand this!

   Method: *player:giveMoney(...)*
   Variable: *.money*

Required Arguments

- **thePlayer:** the player you are giving the money to.
- **amount:** a positive integer number specifying the amount of money to give to the player.

Client

```
bool givePlayerMoney ( int amount )
```

OOP Syntax Help! I don't understand this!

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

Required Arguments

- **amount:** a positive integer number specifying the amount of money to give to the player.

Returns

Returns *true* if the money was added, or *false* if invalid parameters were passed.

Remarks

As of NRP SA version 1.5.9, despite the documentation claiming that **amount** should be a positive integer, this function does work with negative values or zero. In that case the function does still add the number to the game money value, in the negative case resulting in a decreased value.