

GetPlayerNametagText

This will allow you to retrieve the name tag a player is currently using.

Syntax

```
string getPlayerNametagText ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

Method: *player:getNameTagText(...)*

Variable: *.nametagText*

Counterpart: *setPlayerNametagText*

Required Arguments

- **thePlayer:** The person whose name tag you want to retrieve

Returns

Returns a *string* with the nametag text, *false* if the player is invalid.