GetPlayerIdleTime

This function gets the amount of time in milliseconds that a players position has not changed.

Syntax

```
int getPlayerIdleTime ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

Method: *player:getIdleTime(...)*
Variable: *.idleTime*

Required Arguments

- **thePlayer**: The player you wish to get the idle time of.

Returns

Returns the amount of **time in milliseconds** that a player has been idle, **false** otherwise.