

GetKeyBoundToFunction

getKeyBoundToFunction allows retrieval of the first key bound to a function.

Syntax

Server

```
string getKeyBoundToFunction( player thePlayer, function theFunction )
```

Required Arguments

- **thePlayer:** The player you are checking the function bound to a key
- **theFunction:** The function in which you would like to check the bound key

Returns

Returns a string of the first key the function was bound to.

Client

```
string getKeyBoundToFunction( function theFunction )
```

Required Arguments

- **theFunction:** The function in which you would like to check the bound key

Returns

Returns a string of the first key the function was bound to.