

# GetPlayerAccount

This function returns the specified player's account object.

## Syntax

```
account getPlayerAccount ( player thePlayer )
```

**OOP Syntax** [Help! I don't understand this!](#)

- Note:** *Static method Account.getFromPlayer() can also be used*
- Method:** *player:getAccount(...)*
- Variable:** *.account*

## Required Arguments

- **thePlayer:** The player element you want to get the account of.

## Returns

Returns the player's account object, or *false* if the player passed to the function is invalid.