

# GetVersion

This function gives you various version information about NRP and the operating system.

**Note:** Clientside will return the version from the player, and the server-sided will return version from the server.

**Note:** Current server version:

```
nrp -> 1.6
netcode -> 474
number -> 352
sortable -> 1.6.0-9.22279.0
tag -> 1.6-release-22279
type -> Release
```

## Syntax

```
table getVersion ( )
```

## Returns

Returns a table with version information. Specifically these keys are present in the table:

- **number:** the NRP server or client version (depending where the function was called) in pure numerical form, e.g. *"256"*
- **nrp:** the NRP server or client version (depending where the function was called) in textual form, e.g. *"1.0"*
- **name:** the full NRP product name, either *"NRP:SA Server"* or *"NRP:SA Client"*.
- **netcode:** the netcode version number.
- **os:** returns the operating system on which the server or client is running
- **type:** the type of build. can be:
  - **"Nightly rX"** - A nightly development build. **X** represents the nightly build revision.
  - **"Custom"** - A build compiled manually
  - **"Release"** - A build that is publicly released (provisional).
- **tag:** the build tag (from 1.0.3 onwards). Contains information about the underlying version used. i.e. The final version of 1.0.3 has the build tag of "1.0.3 rc-9". (This can be confirmed by using the console command 'ver'.)
- **sortable:** a 15 character sortable version string (from 1.0.4 onwards). Format of the string is described in getPlayerVersion.