

GetTeamFromName

This function finds a team element using the provided team name.

Syntax

```
team getTeamFromName ( string teamName )
```

OOP Syntax Help! I don't understand this!

Method: *Team.getFromName(...)*

Required Arguments

- **teamName:** A string determining the name of the team you wish to find.

Returns

Returns the team element if it was found, *false* otherwise.