

getPlayerName

From Mafia2-Online

Description

This function is used to return the players name.

Parameters

```
(int playerid)
```

| | |
|--------------|----------------------|
| int playerid | The ID of the player |
|--------------|----------------------|

Return Values

- string - The Players Name

Example

```
?  
1function onConnect( playerid, name, ip, serial )  
2{  
3    sendPlayerMessageToAll( getPlayerName( playerid ) + " joined the server!" );  
4    return 1;  
5}  
6addEventHandler( "onPlayerConnect", onConnect );
```

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