# getServerName

From Mafia2-Online

### **Description**

This function is used to return the name of the server.

#### **Parameters**

()

#### **Return Values**

• string - The servers name

## **Example**

```
?
1function init()
2{
3   log( GetServerName() + " has loaded!");
4}
5addEventHandler( "onScriptInit", init );
```

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