

# missionName



<b>Introduced in</b>	
<b>Version:</b>	1.00
<b>Description</b>	
<b>Description:</b>	Returns the name of the currently loaded mission (single-player or multiplayer). <b>Note:</b> Before V2.15, in some situations, the command returns the temporary file names for the mission (for example, "_cur_mp" or "_cur_sp"). In V2.15+, the command always returns the mission save name.
<b>Syntax</b>	
<b>Syntax:</b>	<code>missionName</code>
<b>Parameters:</b>	
<b>Return Value:</b>	String
<b>Examples</b>	
<b>Examples:</b>	<code>_name = missionName</code>
<b>Additional Information</b>	
<b>See also:</b>	
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes