

AddBan

This function will add a ban for the specified IP/username/serial to the server.

Note: One of the three: IP, Username or Serial have to be specified.

Note: Don't forget to give admin rights to the resource, in which you are using addBan function or it won't work.

Syntax

```
ban addBan ( [ string IP, string Username, string Serial, player responsibleElement, string reason, int seconds = 0 ] )
```

OOP Syntax Help! I don't understand this!

Method: *Ban(...)*

Required Arguments

- **IP:** The IP to be banned. If you don't want to ban by IP, set this to *nil*.

or

- **Username:** The NRP Community username to be banned (now obsolete). If you don't want to ban by username, set this to *nil*.

or

- **Serial:** The serial to be banned. If you don't want to ban by serial, set this to *nil*.

or any combination.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **responsibleElement:** The element that is responsible for banning the IP/username/serial. This can be a player or the root (getRootElement()).
- **reason:** The reason the IP/username/serial will be banned from the server.
- **seconds:** The amount of seconds the player will be banned from the server for. This can be 0 for an infinite amount of time.

Returns

Returns the new ban if the IP/username/serial was banned successfully, *false* if invalid arguments are specified.