

OnPlayerLogout

This event is triggered when a user logs out of their account in-game.

Parameters

account thePreviousAccount, account theCurrentAccount

- **thePreviousAccount:** the account the client was logged in as.
- **theCurrentAccount:** the account the client is a part of now (usually a guest account).

Source

The source of this event is the player that logged out.

Cancel effect

If you cancel this event the player will not be logged out.