

OnPlayerCommand

This event is triggered when a player issues a command.

Note: This event triggers regardless of whether the command exists in a script or is hardcoded. Also, typing anything in chat will execute the internal command "say", so this event will be triggered on every chat message as well. Therefore you should avoid excessive use of this function on busy servers, out of performance considerations.

Parameters

string command

Source

The source of this event is the player who tried to execute a command.

Result of cancelling this event

The command will not be executed. (Only server-side commands can be canceled.)