

OnPlayerPrivateMessage

This event is triggered when a player sends a private message with *msg* command.

Parameters

string message, player recipient

- **message**: a string representing the private message to be sent.
- **recipient**: the player to whom the message is being sent.

Source

The source of this event is the player who sent the private message.

Cancel effect

If this event is canceled, the game's chat system won't deliver the message. You may use `outputChatBox` to send the messages then.