

OnPlayerConnect

This event is triggered when a player attempts to connect to the server.

WARNING:

- You should never, under any circumstances, modify the player returned by `getPlayerFromName` before `onPlayerJoin` to avoid desynchronization (e.g. `setPlayerName`).
- If you want to set custom disconnect text, `cancelEvent` **should be called at the end** of the `onPlayerConnect` event, otherwise the client will be displayed the default text if any other event, native or custom, is triggered before cancelling.

Parameters

`string playerNick`, `string playerIP`, `string playerUsername`, `string playerSerial`, `int playerVersionNumber`, `string playerVersionString`

- **playerNick**: The player's current nickname.
- **playerIP**: The player's current IP.
- **playerUsername**: The player's community username.
- **playerSerial**: The player's serial number.
- **playerVersionNumber**: The player's NRP version in pure numerical form, e.g. '**256**' for 1.0, '**257**' for 1.0.1, etc.
- **playerVersionString**: The player's NRP version in sortable string form. Same as the return value from `getPlayerVersion`.

Source

The source of this event is the client's root element.

Cancel effect

If this event is canceled, the player will be disconnected with an error message saying the reason specified in `cancelEvent` or "Disconnected: server refused the connection" if none was specified.