

OnClientPlayerQuit

This event is triggered when a **remote** player quits the game or leaves the server. It **will not** get triggered on the source player's client. (Use onClientResourceStop to save client side data when the local player quits.)

Parameters

string reason

- **reason:** A string representing the reason why the player quit.
 - "Unknown"
 - "Quit"
 - "Kicked"
 - "Banned"
 - "Bad Connection"
 - "Timed out"

Source

The source of this event is the player that quit the game.