

OnPlayerQuit

This event is triggered when a player disconnects from the server.

Parameters

string quitType, string reason, element responsibleElement

- **quitType**: How the player left. Possible values:
 - *"Unknown"*
 - *"Quit"*
 - *"Kicked"*
 - *"Banned"*
 - *"Bad Connection"*
 - *"Timed out"*
- **reason**: If the player was kicked or banned, the reason given goes here. If the player was **not** kicked or banned, this will be false.
- **responsibleElement**: The element that was responsible for kicking or banning the player. This is commonly another player, but can also be the console element.

Source

The source of this event is the player that left the server.

Cancel effect

This event cannot be canceled.