

BanPlayer

Note: Don't forget to give admin rights to the resource, in which you are using banPlayer function or it won't work.

This function will ban the specified player by either IP, serial or username

Syntax

```
ban banPlayer ( player bannedPlayer, [ bool IP = true, bool Username = false, bool Serial = false, player/string responsibleP  
layer = nil, string reason = nil, int seconds = 0 ] )
```

OOP Syntax Help! I don't understand this!

Method: *player:ban(...)*

Required Arguments

- **bannedPlayer:** The player that will be banned from the server.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **IP:** Will player be banned by IP?
- **Username:** Will player be banned by NRP Community username (obsolete, set to *false*)?
- **Serial:** Will player be banned by serial?
- **responsibleElement:** The element that is responsible for banning the player. This can be a player or the root (getRootElement()) (Maximum 30 characters if using a string).
- **reason:** The reason the player will be banned from the server.
- **seconds:** The amount of seconds the player will be banned from the server for. This can be 0 for an infinite amount of time.

Returns

Returns a ban object if banned successfully, or *false* if unsuccessful.