

OnClientChatMessage

This event is triggered when any text is output to chatbox, including NRP's internal messages.

Parameters

string text, int r, int g, int b, int messageType

- **text:** The text that was output to chatbox.
- **r:** The amount of red in the color of the text.
- **g:** The amount of green in the color of the text.
- **b:** The amount of blue in the color of the text.

- **messageType:** The type of message as a number.

- **0:** normal message
- **1:** action message (/me)
- **2:** team message
- **3:** private message
- **4:** internal message

Source

The source of this event is either a player element or the root element.

Cancel effect

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