

OutputChatBox

Note: Avoid outputting text to the chatbox that isn't actually chat, as this can be annoying for players. Output information and status messages to the HUD.

This outputs the specified text string to the chatbox. It can be specified as a message to certain player(s) or all players.

It can optionally allow you to embed color changes into the string by setting the `colorCoded` boolean to true. This allows:

```
outputChatBox ( "#FF0000Hello #00FF00World", root, 255, 255, 255, true )
```

This will display as: **Hello World**

Syntax

Server

```
bool outputChatBox ( string text [, table/element visibleTo = root, int r = 231, int g = 217, int b = 176, bool colorCoded = false ] )
```

OOP Syntax Help! I don't understand this!

Method: *player:outputChat(...)*

Required Arguments

- **text:** The text string that you wish to send to the chat window. If more than 256 characters it will not be showed in chat.

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.

- **visibleTo:** This specifies who the chat is visible to. Any players in this element will see the chat message. See visibility.

ADDED/UPDATED IN VERSION 1.5.7-9.20391 :

- **visibleTo:** Can also be a table of players or team.

- **r:** The amount of red in the color of the text. Default value is 231.
- **g:** The amount of green in the color of the text. Default value is 217.
- **b:** The amount of blue in the color of the text. Default value is 176.
- **colorCoded:** A boolean value determining whether or not '#RRGGBB' tags should be used.

Note: The #RRGGBB format must contain capital letters a-f is not acceptable but A-F is. Default RGB values in this format are: '#E7D9B0'.

Client

```
bool outputChatBox ( string text [, int r = 231, int g = 217, int b = 176, bool colorCoded = false ] )
```

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Returns

Returns *true* if the message was displayed successfully. Returns *false* if invalid arguments are specified.