

RedirectPlayer

This function redirects the player to a specified server.

Note: A resource using this function needs **ACL rights** in order to work (function.redirectPlayer)

Syntax

```
bool redirectPlayer ( player thePlayer, string serverIP = "", int serverPort = 0 [, string serverPassword = "" ] )
```

OOP Syntax Help! I don't understand this!

Method: *player:redirect(...)*

Required Arguments

- **thePlayer:** The player you want to redirect
- **serverIP:** The IP address (or domain name that resolves to the IP address) of the server you want to redirect the player to. **Use an empty string to reconnect to the same server.**
- **serverPort:** The game port of the server you want to redirect the player to, this is usually 22003. **Set to zero to use the same port as the current server.**

Optional Arguments

- **serverPassword:** The password for the server if it's protected

Returns

Returns *true* if the player was redirected successfully, *false* if bad arguments were passed.