

OnPlayerLogin

This event is triggered when a player logs into their account in-game.

Parameters

account thePreviousAccount, account theCurrentAccount

- **thePreviousAccount:** The account the player was logged into before.
- **theCurrentAccount:** The account the player logged into just now.

Source

The source of this event is the player element that just logged in.

Cancel effect

If this event is canceled the player will not be logged in.