OnClientPlayerJoin

This event is triggered when a player joins a server. It is triggered for all players except the local player, as the local player joins the server before their client-side resources are started. It would also be possible for two players to join within a few seconds of each other and for the two players' scripts may not receive onClientPlayerJoin events as their scripts wouldn't have started yet.

This event is not cancellable.

Parameters

None

Source

The source of this event is the player that joined the server.