OnChatMessage

This event is triggered when any message is output to chat using outputChatBox server-side (also when a player uses *say, teamsay* or *me* successfully).

> **Note:** It can be used to get the element responsible for a specific outputChatBox call via the second parameter.

Parameters

`string theMessage, resource / element theElement`

- **theMessage:** A string representing the text that was output to the chatbox.
- **theElement:** A resource if it was done via outputChatBox or a player element if it was done via *say, teamsay* or *me*.

Source

The source of this event is the root element.