

AddAccount

This function adds an account to the list of registered accounts of the current server.

Syntax

```
account addAccount ( string name, string pass [, bool allowCaseVariations = false ] )
```

OOP Syntax [Help! I don't understand this!](#)

Note: *This function is a static function underneath the Account class.*

Method: *Account.add (...)*

Required Arguments

- **name:** The name of the account you wish to make, this normally is the player's name.
- **pass:** The password to set for this account for future logins.

Optional Arguments

- **allowCaseVariations:** Whether the username is case sensitive (if this is set to true, usernames "Bob" and "bob" will refer to different accounts)

Returns

Returns an account or *false* if the account already exists or an error occurred.

Limits

- **name:**
 - Minimal account name length is 1 character.
 - Account names are case-sensitive if allowCaseVariations is *true*.
 - Account name can not be equal to "*****"
- **pass:**
 - Minimal account password length is 1 character.
 - Maximum account password length **was** 30 characters until version 1.5.4-11138. Currently there is no upper limit.
 - Account password can not be equal to "*****"