LogOut

This function logs the given player out of his current account.

Syntax

```
bool logOut ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:logOut(...)*

Required Arguments

* **thePlayer:** The player to log out of his current account

Returns

Returns *true* if the player was successfully logged out, *false* or *nil* if it failed for some reason, ie. the player was never logged in.