OnPlayerChat

This event is triggered when a player chats inside the chatbox.

Parameters

```
string message, int messageType
```

- **message**: a string representing the message typed into the chat.
- **messageType**: an int value representing the message type:

  - **0:** normal message
  - **1:** action message (/me)
  - **2:** team message
  - **3:** private message
  - **4:** internal message

Source

The source of this event is the player who sent the chatbox message.

Cancel effect

If this event is canceled, the game's chat system won't deliver the posts. You may use outputChatBox to send the messages then. Cancelling this event also means the chat will not appear in the server console or logs. If you want chat logging, you will have to add a call to outputServerLog - See the second example.