

LogIn

This functions logs the given player in to the given account. You need to provide the password needed to log into that account.

Syntax

```
bool logIn ( player thePlayer, account theAccount, string thePassword )
```

OOP Syntax Help! I don't understand this!

Method: *player:logIn(...)*

Counterpart: *logOut*

Required Arguments

- **thePlayer:** The player to log into an account
- **theAccount:** The account to log the player into
- **thePassword:** The password needed to sign into this account

Returns

Returns *true* if the player was successfully logged into the given account. Returns *false* or *nil* if the log in failed for some reason, ie. the player was already logged in to some account (use logOut first), if the account was already in use or if it failed for some other reason.