

OnConsole

This event is triggered when a player types a message into his console. It is also triggered when entering '/' commands via the chatbox.

Note: The event will not be triggered if the message can be processed by an existing command handler

Parameters

string theMessage

- **theMessage:** a string representing the message entered into the console.

Source

The source of this event is the player that entered the message in the console. This can be a player or the server console.