

KickPlayer

Note: Don't forget to give admin rights to the resource, in which you are using kickPlayer function or it won't work.

This function will kick the specified player from the server.

Syntax

```
bool kickPlayer ( player kickedPlayer, [ player/string responsiblePlayer, string reason = "" ] )
```

or

```
bool kickPlayer ( player kickedPlayer, [ string reason = "" ] )
```

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

Method: *player:kick(...)*

Required Arguments

- **kickedPlayer:** The player that will be kicked from the server

Optional Arguments

- **responsiblePlayer:** The player that is responsible for the event. **Note:** If left out as in the second syntax, responsible player for the kick will be "Console" (Maximum 30 characters if using a string).
- **reason:** The reason for the kick. (Maximum 64 characters before 1.5.8, Maximum 128 characters after 1.5.8)

Returns

Returns *true* if the player was kicked succesfully, *false* if invalid arguments are specified.