

OnPlayerChangeNick

This event is triggered when a player changes his nickname.

Parameters

string oldNick, string newNick, bool changedByUser

- **oldNick:** the nickname the player had before.
- **newNick:** the new nickname of the player.
- **changedByUser:** a boolean representing whether the name was changed using setPlayerName or by the user.

Source

The source of this event is the player that changed his nick

Cancel effect

Cancelling this event depends on how it is called, if it is called by the scripting event then it is NOT cancelable. If it is called from the /nick command it IS cancelable. If this event is cancelled and can be cancelled then the name will not change.