

This event is triggered when the client sends some messages/commands to the chat. Returning 0 you can prevent local player to see messages he is sending to the server.

Note: to prevent other clients to see sent message, you need to listen to OnPlayerChat server event, and block it (or forward it).

Syntax

```
?  
1[EVENT] bool onClientChat ( string text, bool isCommand )
```

Parameters

1. **text** - The text which was typed into the chat
2. **isCommand** - True/False if entered text is a command (starting by "/") or not

Returns

Return 0 if you don't want to send the text to server, 1 otherwise

Example

```
?  
1addEventHandler("onClientChat", function(text, isCommand) {  
2    if (isCommand) {  
3        return true; // send command straight to server  
4    }  
5  
6    // prevent user inputted text be displayed in chat  
7    return 0;  
8});
```

See Also

- OnPlayerChat

Template:Chat events

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Category: Client events

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