

This event is triggered when the client sends some messages to the chat. Returning "false" you can prevent other players to see messages he is sending to the server.

**Note:** to prevent other clients from seeing their own sent message, you need to listen to OnClientChat client event, and block it (or forward it).

## Syntax

```
?  
1[EVENT] bool onPlayerChat ( int playerid, string text )
```

## Parameters

1. **playerid** - Playerid that sent the message
2. **text** - The text which was typed into the chat

## Returns

Return 0 (false) if you want to prevent sending the text to other clients, 1 (true) otherwise

## Example

```
?  
1addEventHandler("onPlayerChat", function(playerid, text) {  
2    // log player message and suppress it  
3    log( getPlayerName(playerid) + " said " + text );  
4    return false;  
5});
```

## See Also

- OnClientChat

Template:Chat events

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Category: Server events

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