SteveScriptDocs Documentation

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CONTENTS

ONE

SENDING MESSAGES TO CHAT

1.1 Broadcast

Send a message to all players online however will not send a message to the console `broadcast(<string>)`

Example:

```
onJoin() {
        broadcast("Hey! A person joined!");
}
```

1.2 Send

Sends a message to the specified player `send(<string>, <player>)`

Example:

```
onJoin() {
        send("Welcome back!", event.player);
}
```

PLAYER

2.1 Getters

2.1.1 Get Player

Gets a player from their name/uuid `<string>.getPlayer()`

Example:

```
//Uncomplete
```

index ├── Chat

      ├── Broadcast ├── Send

├── **Player**

      ├── **Getters** ├── Get Player