

# Chat Event

This script is peak of human evolution. Whenever someone says "Creeper" in chat, it replies with "Aw man".

```
onEvent('player.chat', (event) => {  
    // Check if message equals creeper, ignoring case  
    if (event.message.trim().equalsIgnoreCase('creeper')) {  
        // Schedule task in 1 tick, because if you reply immidiently, it will print before  
        player's message  
        event.server.scheduleInTicks(1, event.server, (callback) => {  
            // Tell everyone Aw man, colored green. Callback data is the server  
            callback.data.tell(Text.green('Aw man'))  
        })  
    }  
})
```

Another example, cancelling the chat event. No need to schedule anything now, because player's message wont be printed,

```
onEvent('player.chat', (event) => {  
    // Check if message equals creeper, ignoring case  
    if (event.message.startsWith('!some_command')) {  
        event.player.tell('Hi!')  
        event.cancel()  
    }  
})
```

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