

# 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 immediately, 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 won't 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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