

### Players

```
local Players = game:GetService("Players")
Player s.P lay erA dde d:C onn ect (fu nct ion (pl ayer)
    pri nt( " Player joined: " .. player.Name)
end)
----- --This function will obtain a players' name on joining
-----
```

### Testing

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Not published yet.  
Last updated 25th January, 2025.  
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