

# OnClientDebugMessage

This event is triggered when client-side debug messages (for instance errors or warnings) would appear in the debug window. This event doesn't require the debug window to be enabled to trigger, however.

**Note:** To prevent infinite loops, debug messages that occur inside the function that handles this event won't trigger this event, so you won't be able to rely on debug info to fix faulty code that is inside this function. Since build r14683 debug messages from `outputDebugString` and `iprint` will show up.

## Parameters

string message, int level, string file, int line, int r, int g, int b

- **message:** The message which was outputted in the server console, without details like file, line etc
- **level:** The type of debug message which was outputted
  - **0:** "Custom" message
  - **1:** Error message
  - **2:** Warning message
  - **3:** Information message
- **file:** The file from which the debug message was outputted
  - **Note:** May return nil when the source could not be found
- **line:** The line in file **file** where the debug message was outputted
  - **Note:** May return nil when the source could not be found
- **r:** Amount of red color (0-255)
- **g:** Amount of green color (0-255)
- **b:** Amount of blue color (0-255)

## Source

The source of this event is the root element.