

ExecuteCommandHandler

This function will call all the attached functions of an existing console command, for a specified player.

Note: You can only execute commands created with `addCommandHandler`. You cannot execute NRP hardcoded commands due to security reasons.

Note: Serverside commands can only be executed by the server. The same applies to the client side

Syntax

Server

```
bool executeCommandHandler ( string commandName, player thePlayer, [ string args ] )
```

Required Arguments

- **commandName:** The name of the command you wish to execute. This is what must be typed into the console to trigger the function.
- **thePlayer:** The player that will be presented as executer of the command to the handler function(s) of the command.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **args:** Additional parameters that will be passed to the handler function(s) of the command that is called, separated by spaces.

Client

```
bool executeCommandHandler ( string commandName, [ string args ] )
```

Required Arguments

- **commandName:** The name of the command you wish to execute. This is what must be typed into the console to trigger the function.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **args:** Additional parameters that will be passed to the handler function(s) of the command that is called, separated by spaces.

Returns

Returns *true* if the command handler was called successfully, *false* otherwise.