OnPickupUse

This event is triggered when a player stands on a pickup while not in a vehicle.

> **Tip:** Pickups use colshapes, you can get the colshape of the pickup with getElementColShape and use colshape events to it.

Parameters

```
player playerWhoUsed
```

- **playerWhoUsed**: a player element referring to the player who used the pickup.

Source

The source of this event is the pickup that is getting used by the player.

Canceling

If this event is canceled, the player will not be given the item they picked up.