

OnPlayerNetworkStatus

This event is triggered when a players network connection to the server is interrupted. See `onClientPlayerNetworkStatus` for detecting server to player interruptions.

Parameters

`int status`, `int ticks`

- **status**: an int which is 0 if the interruption has begun, or 1 if the interruption is ending.
- **ticks**: an int representing the ticks since the interruption started.

Source

The source of this event is the player that has the network interruption.