

OnPlayerScreenShot

This event is triggered when the screen capture requested by takePlayerScreenShot has completed.

Parameters

resource theResource, string status, string imageData, int timestamp, string tag

- **theResource**: the resource which called takePlayerScreenShot.
- **status**: a string containing the status of the event which can be one of these values:
 - *"ok"* - the image capture was successful and imageData will contain a JPEG image.
 - *"disabled"* - the image capture failed because the player has disabled screen uploads.
 - *"minimized"* - the image capture failed because the player has minimized the screen (i.e. alt-tabbed).
 - *"error"* - the image capture failed because of an unspecified error.
- **imageData**: a string which contains the JPEG image data. This can be saved with the file functions, or sent to players with triggerClientEvent or even uploaded to a web site.
- **timestamp**: an int representing the server tick count when the capture was taken.
- **tag**: a string passed to takePlayerScreenShot.

Source

The source of this event is the player