OnPlayerClick

This event is triggered when a player clicks using the mouse cursor.

Parameters

```
string mouseButton, string buttonState, element clickedElement, float worldPosX, float worldPosY, float worldPosZ, float screenPosX, float screenPosY
```

- **mouseButton**: a string representing the mouse button that was pressed. Value can be *left, middle* or *right*.
- **buttonState**: a string representing the button state. Value can be *up* or *down*.
- **clickedElement**: the element the player clicked on. This value is *nil* if none.
- **worldPosX**: the X position in the world the player clicked on.
- **worldPosY**: the Y position in the world the player clicked on.
- **worldPosZ**: the Z position in the world the player clicked on.
- **screenPosX**: the X position on the screen the player clicked on.
- **screenPosY**: the Y position on the screen the player clicked on.

Source

The source of this event is the player that clicked.