

OnClientPlayerNetworkStatus

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

Parameters

int status, int ticks

- **status:** A number which is 0 if the interruption has begun, or 1 if the interruption is ending.
- **ticks:** Number of ticks since the interruption started.

Source

The source of this event is the root element.