GetLatentEventHandles

Gets the currently queued latent events. The last one in the table is always the latest event queued. Each returned handle can be used with getLatentEventStatus or cancelLatentEvent

Syntax

Server

```
table getLatentEventHandles ( player thePlayer )
```

Required Arguments

- **thePlayer:** The player who is receiving the events.

Client

```
table getLatentEventHandles ( )
```

Returns

Returns a table of handles or false if invalid arguments were passed.