OnMarkerHit

This event is triggered when an element enters a marker created using createMarker.

> **Important Note:** The event is not triggered when only the dimension changes of the player. So, if you use the `matchingDimension` when teleporting players into existing markers you should always first set their dimension/interior and only then the position

Parameters

```
element hitElement, bool matchingDimension
```

- **hitElement**: the element that hit the marker.
- **matchingDimension**: a boolean representing whether the element is in the same dimension as the marker.

Source

The source of this event is the marker that got hit by the element.