

# OnPlayerPickupUse

This event is triggered when a player is standing on a pickup while not being in a vehicle.

## Parameters

pickup thePickupToUse

- **thePickupToUse**: the pickup the player is standing on and is about to pick up.

## Source

The source of this event is the player that is standing on a pickup.

## Cancel effect

If this event is canceled, the player will not be able to pick up this pickup.