OnPlayerPickupLeave

This event is triggered when a player leaves a pickup.

Parameters

```
pickup pickupLeft
```

- **pickupLeft**: the pickup the player left.

Source

This example creates a pickup and outputs a message to the chat box when a player leaves it.

```
local aPickup = createPickup ( 10.0, 10.0, 10.0, 2, 31, 3000, 50 ) --Create an M4 weapon pickup when script starts

function leftWeaponPickup( pickup )
    if pickup == aPickup then
        outputChatBox ( "You have left the M4 weapon pickup.", source ) --Display this message in the chat box
    end
end
addEventHandler ( "onPlayerPickupLeave", root, pickedUpWeaponCheck )
```