# CancelEvent

This function is used to stop the automatic internal handling of events, for example this can be used to prevent an item being given to a player when they walk over a pickup, by canceling the onPickupUse event.

cancelEvent does not have an effect on all events, see the individual event's pages for information on what happens when the event is canceled. cancelEvent does not stop further event handlers from being called, as the order of event handlers being called is undefined in many cases. Instead, you can see if the currently active event has been cancelled using wasEventCancelled.

The use of cancelEvent outside of an event handler has no effect.

If you implement your own custom events and want to handle them being cancelled, you should call wasEventCancelled to check after your call to triggerEvent.

## Syntax

Server

```
bool cancelEvent ( [ bool cancel = true, string reason = "" ] )
```

Client

```
bool cancelEvent ()
```

### Optional Arguments

*NOTE:* When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **cancel:** True to cancel, false to uncancel.
- **reason:** The reason for cancelling the event.

### Returns

Always returns *true*.