

OnClientMarkerHit

This event is triggered when a player 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

player hitPlayer, bool matchingDimension

- **hitPlayer:** the player that hit the marker.
- **matchingDimension:** *true* if the player is in the same dimension as the hit marker.

Source

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