OnPlayerSpawn

This event is called when a player spawns.

Parameters

```
float posX, float posY, float posZ, float spawnRotation, team theTeam, int theSkin, int theInterior, int theDimension
```

- **posX**: the X position the player spawned at.
- **posY**: the Y position the player spawned at.
- **posZ**: the Z position the player spawned at.
- **spawnRotation**: the rotation the player spawned with.
- **theTeam**: the team the player spawned with.
- **theSkin**: the skin/model the player spawned with.
- **theInterior**: the interior the player spawned in.
- **theDimension**: the dimension the player spawned in.

Source

The source of this event is the player that just spawned.