OnClientKey

This event triggers whenever the user presses a button on their keyboard or mouse. This event can also be used to see if the client scrolls their mouse wheel.

Parameters

```
string button, bool pressOrRelease
```

- **button**: This refers the button pressed. See key names for a list of keys.
- **pressOrRelease**: This refers to whether they were pressing or releasing the key, *true* when pressing, *false* when releasing.

Source

The source of this event is the client's root element.

Cancel effect

ADDED/UPDATED IN VERSION 1.4 :

If this event is canceled, then all GTA and NRP binds, bound to the canceled key, won't be triggered.

Note 1: The escape key can only be cancelled once. If a user presses the escape key twice in a row the main menu will still open.

Note 2: The event is only cancellable when the key is being pressed, not when being released.