

TriggerLatentServerEvent

This function is the same as `triggerServerEvent` except the transmission rate of the data contained in the arguments can be limited and other network traffic is not blocked while the data is being transferred.

Syntax

```
bool triggerLatentServerEvent ( string event, [int bandwidth=5000, bool persist=false,] element theElement, [arguments...] )
```

Required Arguments

- **event:** The name of the event to trigger server-side. You should register this event with `addEvent` and add at least one event handler using `addEventHandler`.
- **theElement:** The element that is the source of the event. This could be another player, or if this isn't relevant, use the root element.

Optional Arguments

- **bandwidth:** The bytes per second rate to send the data contained in the arguments.
- **persist:** A bool indicating whether the transmission should be allowed to continue even after the resource that triggered it has since stopped.
- **arguments...:** A list of arguments to trigger with the event. You can pass any Lua data type (except functions). You can also pass elements. The total amount of data should not exceed 100MB.

Returns

Returns *true* if the event trigger has been sent, *false* if invalid arguments were specified.