

OnClientResourceStart

This event is triggered when a resource is started. Please note that this is **not** triggered the same time as the serverside event `onResourceStart` is. The event is triggered when any *clientside resources* are started. This means it is triggered when a clientside script is initiated after a download, which includes downloading after join. So:

- If a resource is running **before** a player joins, the `onClientResourceStart` event will be triggered after they join and have downloaded that resource.
- If a resource is started **after** a player has joined, the player will be made to download the required files, and then the `onClientResourceStart` event will be triggered.

Parameters

resource startedResource

- **startedResource**: the resource that was started.

Source

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