

OnPlayerMarkerHit

This event is triggered when a player hits a marker.

Note: This event is triggered for **players** only. Attaching this event to a marker does nothing.

Parameters

marker markerHit, bool matchingDimension

- **markerHit:** the marker the player hit.
- **matchingDimension:** a boolean representing whether the player and the hit marker are in the same dimension.

Source

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