OnClientClick

This event triggers whenever the user clicks his mouse. This is linked to the GTA world, as oppose to GUI for which onClientGUIClick is to be used. This event allows detection of click positions of the 3D world.

> **Warning:** This event only triggers if the cursor is visible by showCursor

Parameters

```
string button, string state, int absoluteX, int absoluteY, float worldX, float worldY, float worldZ, element clickedWorld
```

- **button**: This refers the button used to click on the mouse, can be *left, right,* or *middle*.
- **state**: This can be used to tell if the user released or pressed the mouse button, where *up* is passed if the button is released, and *down* is passed if the button is pushed.
- **absoluteX**: This refers to the 2D *x coordinate* the user clicked on his screen, and is an *absolute* position in pixels.
- **absoluteY**: This refers to the 2D *y coordinate* the user clicked on his screen, and is an *absolute* position in pixels.
- **worldX**: This represents the 3D *x coordinate* the player clicked on the screen, and is relative to the GTA world.
- **worldY**: This represents the 3D *y coordinate* the player clicked on the screen, and is relative to the GTA world.
- **worldZ**: This represents the 3D *z coordinate* the player clicked on the screen, and is relative to the GTA world.
- **clickedWorld**: This represents any physical entity elements that were clicked. If the player clicked on no NRP element, it's set to false.

Source

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