Client-side function

TriggerServerEvent

This function triggers an event previously registered on the server. This is the primary means of passing information between the client and the server. Servers have a similar triggerClientEvent function that can do the reverse. You can treat this function as if it was an asynchronous function call, using triggerClientEvent to pass back any returned information if necessary.

Almost any data types can be passed as expected, including elements and complex nested tables. Non-element NRP data types like xmlNodes or resource pointers will not be able to be passed as they do not necessarily have a valid representation on the client. **Elements of the Vector or Matrix classes cannot be passed!**

Events are sent reliably, so the server will receive them, but there may be (but shouldn't be) a significant delay before they are received. You should take this into account when using them.

Keep in mind the bandwidth issues when using events - don't pass a large list of arguments unless you really need to. **It is marginally more efficient to pass one large event than two smaller ones**.

> **Warning:** You should use the global variable *client* serverside instead of passing the localPlayer by parameter or source. Otherwise event faking (passing another player instead of the localPlayer) would be possible. More information at addEventHandler

> **Note:** It is marginally more efficient to pass one large event than two smaller ones.

Syntax

```
bool triggerServerEvent ( string event, 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.

> **Note:** To save server CPU, you should avoid setting **theElement** to the root element where possible. Using resourceRoot is usually sufficient if the event is handled by the same resource on the server.

Optional Arguments

- **arguments...:** A list of arguments to trigger with the event. You can pass any lua data type (except functions). You can also pass elements.

Returns

Returns *true* if the event trigger has been sent, *false* if invalid arguments were specified or a client side element was a parameter.