# OnElementClicked

This event is triggered when an element is clicked on by the client. These events can only trigger when the client has its cursor enabled. It triggers for all three mousebuttons in both their up and down states.

## Parameters

```
string mouseButton, string buttonState, player playerWhoClicked, float clickPosX, float clickPosY, float clickPosZ
```

- **mouseButton**: a string representing the mouse button that was clicked. This might be *left, middle* or *right*.
- **buttonState**: a string representing what state the button clicked is in. This might be *up* or *down*.
- **playerWhoClicked**: the player that clicked on the element.
- **clickPosX**: the X position in the world the player clicked at.
- **clickPosY**: the Y position in the world the player clicked at.
- **clickPosZ**: the Z position in the world the player clicked at.

## Source

The source of this event is the element that got clicked by the player.