

GetLatentEventStatus

Gets the status of one queued latent event.

Syntax

Server

```
table getLatentEventStatus( player thePlayer, int handle )
```

Required Arguments

- **thePlayer:** The player who is receiving the event.
- **handle:** A handle previous got from getLatentEventHandles.

Client

```
table getLatentEventStatus( int handle )
```

Required Arguments

- **handle:** A handle previous got from getLatentEventHandles.

Returns

Returns a table with the following info or false if invalid arguments were passed:

- **tickStart:** A number estimating how many ticks until the data transfer starts (Negative means the transfer has already started)
- **tickEnd:** A number estimating how many ticks until the data transfer completes
- **totalSize:** A number representing how many bytes in total this transfer will transfer
- **percentComplete:** A number between 0-100 saying how much is done