

CancelLatentEvent

Stops a latent event from completing

Syntax

Server

```
bool cancelLatentEvent( player thePlayer, int handle )
```

Required Arguments

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

Client

```
bool cancelLatentEvent( int handle )
```

Required Arguments

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

Returns

Returns a true if the latent event was successfully cancelled, or false if it was not