OnPlayerTriggerEventThreshold

> **BETA: NEW FEATURE (BUILD: 1.6.0 r22313)**
>
> This event is triggered when a player exceeds the maximum threshold for events via triggerServerEvent.

During each interval (*player_triggered_event_interval*), all usage of triggerServerEvent will be counted for each player. This includes registered events, non-registered events and non-remote events.

If the count exceeds *max_player_triggered_events_per_interval*, this event will be fired. The count is reset each interval.

You can set these options via setServerConfigSetting.

Parameters

None

Source

The source of this event is the player who exceeded the threshold.

Canceling

Canceling this event has no effect.