

onPlayerConnectionRejected

From Mafia2-Online

Description

This event is triggered when a players connection is rejected.

Parameters

(int playerid, string reason)	
int playerid	The ID of the player
string reason	The reason for refusal

Example

```
?
1 function onConnectionRefused( playerid, reason )
2 {
3     if (reason == REJECT_REASON_BANNED)
4     {
5         sendPlayerMessage( "Ops! Looks like you're not welcome here." );
6         return 0; // return 0 to prevent default message
7     }
8     return 1;
9 }
10 addEventHandler( "onPlayerConnectionRejected", onConnectionRefused );
```

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