

isPlayerSpawned

From Mafia2-Online

Description

This function is used to check if a player is spawned or not.

Parameters

(int playerid)
int playerid The ID of the player

Return Values

- 0 - Player is not spawned
- 1 - Player is spawned

Example

```
?
1function customEventFnc( playerid )
2{
3    if( isPlayerSpawned( playerid ) )
4    {
5        // The player is spawned, lets do something...
6    }
7}
8addEventHandler ( "customEvent", customEventFnc );
```

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