

# onPlayerDeath

From Mafia2-Online

## Description

This event is triggered when a player dies.

## Parameters

(int playerid, int killerid)	
int playerid	The ID of the player
int killerid	The ID of the player who killed playerid

## Example

```
?
1 function onDeathEvent( playerid, killerid )
2 {
3     if(isPlayerConnected(killerid))
4     {
5         setPlayerHealth( killerid, 720.0 );
6         sendPlayerMessage( killerid, "Your health was increased as you just won a fight!" );
7     }
8     return 1;
9 }
10 addEventHandler ( "onPlayerDeath", onDeathEvent );
```

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