

onClientPlayerDeath

From Mafia2-Online

Description

This event is triggered when a client dies.

Parameters

(int playerid)

int playerid	The ID of the player
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Example

```
?  
1function clientPlayerDeath( playerid )  
2{  
3    log( playerid + " died." );  
4}  
5addEventHandler( "onClientPlayerDeath", clientPlayerDeath );
```

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