

isPlayerConnected

From Mafia2-Online

Description

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

Parameters

(int playerid)
int playerid The ID of the player

Return Values

- 0 - Player is not connected
- 1 - Player is connected

Example

```
?
1function freezePlayer( playerid, reason )
2{
3    if(isPlayerConnected( playerid ))
4    {
5        sendPlayerMessage( playerid, "You have been frozen, reason: " + reason );
6        togglePlayerControls( playerid, true );
7    }
8    return 1;
9}
```

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