

onClientFocusChange

From Mafia2-Online

Description

This event is triggered when the clients window focus changes (such as alt-tabbing from the game).

Parameters

| |
|-------------|
| (bool lost) |
|-------------|

bool lost

The clients focus status (true/false)

Example

```
?
1 function clientFocusChange( lost )
2 {
3     if( lost )
4     {
5         // The client has lost focus
6     }
7     else
8     {
9         // The client has regained focus
10    }
11    return 1;
12}
13addEventHandler( "onClientFocusChange", clientFocusChange );
```

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