

onPlayerConnect

From Mafia2-Online

Description

This event is triggered when a player connects to the server

Parameters

```
(int playerid, string name, string ip, string serial)
```

int playerid	The ID of the player
string name	The players nickname
string ip	The IP address of the player
string serial	The players serial

Example

```
?  
1function onConnect( playerid, name, ip, serial )  
2{  
3    sendPlayerMessageToAll( getPlayerName( playerid ) + " joined the server!", );  
4    return 1;  
5}  
6addEventHandler( "onPlayerConnect", onConnect );
```

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