

# triggerClientEvent

From Mafia2-Online

## Description

This function is used to trigger a client event

## Parameters

(int playerid, string event, ...)	
int playerid	The ID of the player
string event	The name of the event to trigger
...	(Optional) Arguments to sent to the events function

## Return Values

- 0 - The event was not triggered
- 1 - The event was triggered

## Example

```
?
1 function playerSpawn( playerid )
2 {
3     triggerClientEvent( playerid, "myEvent", "My String" );
4 }
5 addEventHandler( "onPlayerSpawn", playerSpawn );
6
7 addEventHandler("myEvent",
8     function( str )
9     {
10         log( "Output: " + str );
11     }
12);
```

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