## **onClientFramePreRender**

From Mafia2-Online

## **Description**

This event is triggered before the client renders a frame.

Please Note: This event is called very often; using this event frequently can cause heavy CPU load.

## **Parameters**

()

## **Example**

```
?
1function framePreRender()
2{
3    return 1;
4}
5addEventHandler( "onClientFramePreRender", framePreRender );
```

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