

getPlayerNetworkStats

From Mafia2-Online

Description

This function is used to return the players network stats.

Parameters

(int playerid)
int playerid The ID of the player

Return Values

- table - with the following information
 - BytesPerSecondReceived
 - BytesPerSecondSent
 - TotalBytesReceived
 - TotalBytesSent
 - CurrentPacketLoss
 - TotalPacketLoss
 - ConnectionTime

Example

```
?
1function playerDisconnect( playerid, reason )
2{
3    local netInfo = getPlayerNetworkStats( playerid );
4    log( netInfo["ConnectionTime"] + " | " + netInfo["TotalPacketLoss"] );
5}
6addEventHandler ( "onPlayerDisconnect", playerDisconnect );
```

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