

onClientPlayerMoveStateChange

From Mafia2-Online

Description

This event is triggered when a client moveState change

Parameters

```
(int playerid, int oldMoveState, int newMoveState)
```

int playerid	The ID of the player
int oldMoveState	The old move state
int newMoveState	The new move state

Example

```
?
1function clientMoveState( playerid, oldMoveState, newMoveState )
2{
3    log('Move state for '+playerid+' has been changed from '+oldMoveState+' to '+newMoveState);
4}
5addEventHandler( "onClientPlayerMoveStateChange", clientMoveState);
```

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- This page was last modified on 10 December 2015, at 14:04.