addEventHandler

From Mafia2-Online

Description

This function is used to create a function handler for an event.

Parameters

```
(string event, function)
```

string event	The name of the event
function	The function which will be called when the event is triggered

Return Values

- 0 - Event handler failed to be created
- 1 - Event handler was successfully created

Example

```
?
1 function init()
2 {
3     setGameModeText( "My GameMode Name" );
4     setMapName( "My Map Name" );
5 }
6 addEventHandler( "onScriptInit", init );
```

Retrieved from "http://wiki.mafia2-online.com/index.php?title=AddEventHandler&oldid=93"

- This page was last modified on 9 November 2015, at 16:17.