togglePlayerHud

From Mafia2-Online

Description

This function is used to toggle a players HUD.

Parameters

```
(int playerid, bool hud)
```

int playerid	The ID of the player
bool hud	true or false

Example

```
?
1  function playerSpawnEvent( playerid )
2  {
3      togglePlayerHud( playerid, false );
4      return 1;
5  }
6  addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

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