

onPlayerChangeHealth

From Mafia2-Online

Description

This event is triggered when a players health changes

Parameters

```
(int playerid, float newhealth, float oldhealth)
```

int playerid	The ID of the player
float newhealth	The players new (current) health
float oldhealth	The players old health

Example

```
?
1function onPlayerDamaged( playerid, newhealth, oldhealth )
2{
3    if( newhealth < 400 )
4    {
5        sendPlayerMessage( playerid, "Your health is low, you should seek medical advise!" );
6    }
7    return 1;
8}
9addEventHandler ( "onPlayerChangeHealth", onPlayerDamaged );
```

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