onPlayerSpawn

From Mafia2-Online

Description

This event is triggered when a player spawns.

Parameters

```
(int playerid)
```
    int playerid   The ID of the player

Example

```
?
1 function playerSpawnEvent( playerid )
2 {
3     log( getPlayerName( playerid ) + " spawned." );
4     setPlayerHealth( playerid, 720.0 );
5     return 1;
6 }
7 addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

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