

triggerServerEvent

From Mafia2-Online

Description

This function is used to trigger a server event created by addEventHandler

Parameters

(string event, ...)	
string event	The event name
...	(Optional) Arguments to pass onto the event

Return Values

- 0 - The event was not called
- 1 - The event was called

Example

```
?
1 addEventHandler( "serverEvent",
2     function( playerid )
3     {
4         givePlayerWeapon( playerid, 11, 200 );
5     }
6 );
7
8 function playerConnect( playerid, name, ip, serial )
9 {
10     triggerServerEvent( "serverEvent" );
11}
12addEventHandler( "onPlayerConnect", playerConnect );
```

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