getMousePosition

This function gets current screen mouse position. Array of integers x, y.

Syntax

```
?
1 array getMousePosition ()
```

Returns

Array of integers [x, y] containing current mouse position on screen.

Example

```
?
1 // some custom event
2 addEventHandler("onServerRequestedMousePositionPleaseThanks", function(playerid) {
3     local pos = getMousePosition();
4     sendMessage( format("ur mouse at: %d, %d m8", pos[0], pos[1]) );
5 });
```

See Also

- getFPS
- getScreenSize
- getScreenFromWorld
- getWorldFromScreen
- showChat
- isChatVisible
- isInputVisible
- sendMessage
- isTransferBoxShowing
- isMainMenuShowing
- setRenderNametags
- setRenderHealthbars
- **getMousePosition**

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