

sendPlayerMessage

From Mafia2-Online

Description

This function is used to send a message to a player.

Parameters

```
(int playerid, string message)
```

int playerid The ID of the player

string message The message you would like to send to playerid

Example

```
?  
1function onConnect( playerid, name, ip, serial )  
2{  
3    sendPlayerMessage( "Welcome to the server " + getPlayerName( playerid ) + "!" );  
4    return 1;  
5}  
6addEventHandler( "onPlayerConnect", onConnect );
```

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