isMapOpen

From Mafia2-Online

Description

This function is used to check if a clients map is open or not.

Parameters

```
()
```

Example

```
?
1  addCommandHandler( "openmap",
2      function( playerid )
3      {
4          if( isMapOpen() )
5          {
6              sendMessage( "Your map is already open!" );
7          }
8          else
9          {
10             openMap();
11         }
12     }
13);
```

Retrieved from "http://wiki.mafia2-online.com/index.php?title=IsMapOpen&oldid=342"

- This page was last modified on 10 November 2015, at 22:39.