# sendPlayerMessageToAll

From Mafia2-Online

## Description

> This function is used to send a message to all players in the server.

## Parameters

```
(string message)
```

string message   The message to send to all players

# Example

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

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