isPlayerOnScreen

From Mafia2-Online

Description

This function is used to check to see if another player is on their screen.

Parameters

```
(int playerid)
```
   int playerid   The other player to check if they're the clients screen

Example

```
?
1  addCommandHandler( "onmyscreen",
2      function( playerid, otherid )
3      {
4          if( isPlayerOnScreen( otherid ) )
5          {
6              sendMessage( "Player is on your screen!" );
7          }
8          else
9          {
10             sendMessage( "Player is NOT on your screen." );
11         }
12     }
13  );
```

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