

# sendMessage

From Mafia2-Online

## Description

This function is used to send a client a message.

## Parameters

```
(string text[, int r = 255, int g = 255, int b = 255])
```

|             |                                   |
|-------------|-----------------------------------|
| string text | The message to send to the client |
| int r       | (Optional) The red (RGB) colour   |
| int g       | (Optional) The green (RGB) colour |
| int b       | (Optional) The blue (RGB) colour  |

## Example

```
?  
1 addCommandHandler( "hello",  
2   function( playerid )  
3   {  
4       sendMessage("World!");  
5   }  
6);
```

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