

getPlayerCount

From Mafia2-Online

Description

This function is used to return the current amount of players in the server.

Parameters

```
()
```

Return Values

- int - Number of players

Example

```
?  
1 function onDisconnect( playerid, reason )  
2 {  
3     local totalPlayers = GetPlayerCount();  
4     sendPlayerMessageToAll( getPlayerName( playerid ) + " left the server. There is currently " +  
5     totalPlayers + " player(s) online!" );  
6 }  
addEventHandler( "onPlayerDisconnect", onDisconnect );
```

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