onClientPlayerConnect

From Mafia2-Online

Description

This event is triggered when a client is added for local players.

Parameters

```
(int playerid, string nickname)
```
    int playerid   The ID of the player
    string nickname   The name of the player

Example

```
?
1  function clientPlayerConnect( playerid, nickname )
2  {
3      log( nickname + "(" + playerid + ") has been added for local players." );
4  }
5  addEventHandler( "onClientPlayerConnect", clientPlayerConnect );
```

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