

onClientPlayerDisconnect

From Mafia2-Online

Description

This event is triggered when a client disconnects.

Parameters

(int playerid)

int playerid	The ID of the player
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Example

```
?  
1function clientPlayerDisconnect( playerid )  
2{  
3  
4}  
5addEventHandler( "onClientPlayerDisconnect", clientPlayerDisconnect );
```

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- This page was last modified on 10 November 2015, at 20:58.