

onPlayerDisconnect

From Mafia2-Online

Description

This event is triggered when a player disconnects from the server.

Parameters

(int playerid, string reason)	
int playerid	The ID of the player
string reason	The disconnect reason

Example

```
?  
1function onDisconnect( playerid, reason )  
2{  
3    sendPlayerMessageToAll( getPlayerName( playerid ) + " left the server (" + reason + ")!" );  
4    return 1;  
5}  
6addEventHandler( "onPlayerDisconnect", onDisconnect );
```

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