

# onPlayerChangeNick

From Mafia2-Online

## Description

This event is triggered when a player changes their nickname.

## Parameters

```
(int playerid, string newNickname, string oldNickname)
```

int playerid	The ID of the player
string newNickname	The players new nickname
string oldNickname	The players old nickname

## Example

```
?  
1function nickNameChanged( playerid, newNickname, oldNickname )  
2{  
3    sendPlayerMessageToAll( oldNickname + " changed their nickname to " + newNickname );  
4    return 1;  
5}  
6addEventHandler ( "onPlayerChangeNick", nickNameChanged );
```

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