onPlayerChangeWeapon

From Mafia2-Online

Description

This event is triggered when a player changes their weapon.

Parameters

```
(int playerid, int newweapon, int oldweapon)
```

int playerid	The ID of the player
int newweapon	The ID of the new weapon
int oldweapon	The ID of the old weapon

Example

```
?
1 function playerChangeWeapon( playerid, newweapon, oldweapon )
2 {
3
4 }
5 addEventHandler( "onPlayerChangeWeapon", playerChangeWeapon );
```

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