onGuiElementClick

From Mafia2-Online

Description

This event is triggered when a client clicks on a GUI element.

Parameters

```
(instance element)
```

instance element — The GUI element the client clicked on

Example

```
?
1  addEventHandler( "onGuiElementClick",
2      function( element )
3      {
4          if( element == button )
5          {
6              local text = guiGetText ( edit );
7              sendMessage ( "GUI Input: " + text );
8          }
9      }
10 );
```

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