Event Reference

Overview

This page contains all the events built in to BattleArena natively. Additional modules or extensions may add new events, which will be included on their documentation page.

Events List

Event	Description
on-start	Called when a phase starts. Best used inside of the **events** section of phases, since while this can be used globally, it'll call on *every* phase.
on-complete	Called when a phase completes. Best used inside of the **events** section of phases, since while this can be used globally, it'll call on *every* phase.
on-join	Called when a player joins a competition.
on-leave	Called when a player leaves a competition for any reason.
on-respawn	Called when a player respawns in a competition.
on-death	Called when a player dies in a competition.
on-life-deplete	Called when a player loses a life, but still has lives to spare.
on-lives-exhaust	Called when a player loses their final life and is considered "dead".
on-kill	Called when a player kills another player in a competition.
on-victory	Called when a player or team is victorious in a competition. This is only called for players who win the competition.
on-lose	Called when a player or team loses a competition. This is only called for players who lose in the competition.
on-draw	Called when a competition ends in a draw. This will be called for all players.
on-spectate	Called when a player spectates a competition.

Revision #5
Created 2024-06-24 20:32:15 UTC by Redned
Updated 2024-07-06 00:19:01 UTC by Redned