

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. |

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| on-spectate | Called when a player spectates a competition. |
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