

# 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 <b>events</b> 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 <b>events</b> 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.
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