# Network Packets

This script shows how to use network packets:

```
// Listen to a player event, in this case item right-click
// This goes in either server or client script, depending on which side you want to send the data packet to
onEvent('item.right_click', event => {
  // Check if item was right-clicked on client or server side
  if (event.server) {
    // Send data {test: 123} to channel "test_channel_1". Channel ID can be any string, but it's recommended to keep it to snake_case [a-z_0-9].
    // Receiving side will be client (because its sent from server).
    event.player.sendData('test_channel_1', { test: 123 })
  } else {
    // It's not required to use a different channel ID, but it's recommended.
    // Receiving side will be server (because its sent from client).
    event.player.sendData('test_channel_2', { test: 456 })
  }
})

// Listen to event that gets fired when network packet is received from server.
// This goes in a client script
onEvent('player.data_from_server.test_channel_1', event => {
  log.info(event.data.test) // Prints 123
})

// Listen to event that gets fired when network packet is received from client.
// This goes in a server script
onEvent('player.data_from_client.test_channel_2', event => {
  log.info(event.data.test) // Prints 456
})
```

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