# C:\Users\Jedrzej\Desktop\The Last of Us - FILES\Zdjęcia\Logo's\last of us samp (small).pngCustom weapon damages.

First of all, we have to block default weapon damages, from affecting player's health. To achieve that, I am setting all the player's in team id: '0', because if all the players are in the same team, they are not allowed to damage each other. Whenever player spawns, his team is set to '0'.

Next step is **OnPlayerGiveDamage** call back, where the main code is being executed, to set player's health minus damage given by weapon. What happens, player's health will be reduced by custom weapon damage i.e.: player's health is 30.0 minus (damage of pistol) 15.0 then the result will be 15.0.

If distance between players is bigger than 20 meters, reduce amount of damage by 40%

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| Weapon name | Weapon custom damage |
| 9mm pistol | 15.0 |
| Revolver | 25.0 |
| Shorty | 35.0 |
| Shotgun | 40.0 |
| Hunting rifle | 50.0 |
| Assault rifle | 10.0 |
| Military Sniper | 80.0 |
| Pipe | 10.0 |
| Scissor pipe | 20.0 |
| Fists | 8.0 |