

OnClientVehicleCollision

This event is triggered when a vehicle collides with an element or a world object.

Note that the collision reported by this event doesn't always damage the vehicle by default (this event triggers when hitting lamp posts, but the vehicle isn't damaged by them automatically, for example). If you want to deal with real damage, please refer to onClientVehicleDamage.

Note: This event is only triggered for vehicles that are streamed in

Parameters

element theHitElement, float damageImpulseMag, int bodypart, float collisionX, float collisionY, float collisionZ, float normalX, float normalY, float normalZ, float hitElementForce, int model

Note: *theHitElement* will be nil or false if it's a default SA object and it will trigger twice for vehicles because one vehicle hit another and one got hit by another.

- **theHitElement:** the other entity, or nil if the vehicle collided with the world
- **damageImpulseMag:** the impact magnitude (Note: this is NOT the damage it is a force value which is then multiplied by the vehicles collision damage multiplier. for an example of this see below)
- **bodyPart:** the bodypart that hit the other element

- **0:** Frame
- **2:** Trunk
- **3:** Hood
- **4:** Rear
- **5:** Front left door
- **6:** Front right door
- **7:** Rear left door
- **8:** Rear right door
- **13:** Front Left tyre
- **14:** Front Right tyre
- **15:** Back Left tyre
- **16:** Back Right tyre

(Other potential IDs haven't been documented yet and might depend on vehicle model)

- **collisionX/Y/Z:** the position the collision took place
- **normalX/Y/Z:** the surface normal of the hit object
- **hitElementforce:** 0 for non vehicles or the force of the other vehicle
- **model:** model of the hit element (useful to detect building collisions as hitElement will be nil)

Type

This event is a pre reaction event meaning it occurs before any game level reaction to the collision which include:

- Bike knock off effect
- Collision particles
- All types of damage reaction such as broken wings, wind shields, engine damage, broken lights and so on
- Audio of the impact

Source

The source of this event is the vehicle that collided with something.

Issues

Issue ID	Description
#522	onClientVehicleCollision doesn't trigger when world objects are broken
#2320	hitElement in onClientVehicleCollision returns nil for projectile