

# OnClientPlayerWeaponFire

This event is called when a player fires a weapon. This does not trigger for projectiles, melee weapons, or camera.

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

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## Parameters

int weapon, int ammo, int ammoInClip, float hitX, float hitY, float hitZ, element hitElement, float startX, float startY, float startZ

- **weapon:** an int representing weapon used for firing a shot.
- **ammo:** an int amount of ammo left for this weapon type.
- **ammoInClip:** an int amount of ammo left for this weapon type in clip.
- **hitX, hitY, hitZ:** float world coordinates representing a hit point.
- **hitElement:** an element which was hit by a shot.
  
- **startX, startY, startZ:** float world coordinates representing the start of the bullet. Note: This is not the gun muzzle.

## Source

The source of this event is the streamed in player who fired the weapon.