

OnClientPlayerChoke

This event is fired when the local player chokes due to the effect of a weapon such as tear gas grenades, fire extinguishers and spray cans.

Parameters

int weaponID

- **weapon:** an int representing the ID of the weapon which caused the choking.

Source

The source of this event is the player who is choking. (Local player only)

Cancel effect

If this event is canceled, the player will not be choked.