

OnPedWasted

This event is triggered when a ped is killed or dies. It is not triggered for players.

Parameters

int totalAmmo, element killer, int killerWeapon, int bodypart, bool stealth

- **totalAmmo**: an int representing the total ammo the victim had when he died.
- **killer**: an element representing the player, ped or vehicle who was the killer. If there was no killer this is *false*.
- **killerWeapon**: an int representing the killer weapon or the damage types.
- **bodypart**: an int representing the bodypart ID the victim was hit on when he died.

- **3**: Torso
 - **4**: Ass
 - **5**: Left Arm
 - **6**: Right Arm
 - **7**: Left Leg
 - **8**: Right Leg
 - **9**: Head
- **stealth**: a boolean representing whether or not this was a stealth kill.

Source

The source of this event is the ped that died or got killed.