

# OnClientPlayerHeliKilled

This event is fired when a player is killed due to the effect of a helicopter blades.

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

## Parameters

vehicle killer

- **killer:** the vehicle (heli) responsible for causing the death.

## Source

The source of this event is the player who was killed

## Type

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

- Players flying off
- Players taking damage
- Blood

## Cancel effect

If this event is canceled, the player will not be killed