OnClientPedDamage

This event is triggered whenever a ped is damaged.

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

Parameters

```
element attacker, int weapon, int bodypart [, float loss ]
```

- **attacker**: A player element representing the attacker or vehicle element (when a ped falls of a bike).
- **weapon**: An integer representing the weapon ID the attacker used
- **bodypart**: An integer representing the bodypart the ped was damaged

  - **3:** Torso
  - **4:** Ass
  - **5:** Left Arm
  - **6:** Right Arm
  - **7:** Left Leg
  - **8:** Right Leg
  - **9:** Head

- **loss**: A float representing the percentage of health the ped lost.

Source

The source of this event is the ped that got damaged

Cancel effect

If this event is canceled, then any damaging effects to the ped will cease.