# **OnClientPedHeliKilled**

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

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

#### **Parameters**

vehicle killer

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

#### **Source**

The source of this event is the ped who was killed

## **Type**

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

- · Peds flying off
- Peds taking damage
- Blood

### **Cancel effect**

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