

# OnClientVehicleWeaponHit

This event is called when a vehicle weapon hits an element or the world.

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

## Parameters

int weaponType, element hitElement, float hitX, float hitY, float hitZ, int model, int materialID

- **weaponType:** The type of vehicle weapon. (See the list below)
- **hitElement:** The vehicle, ped or player that was hit by the weapon sometimes *false*.
- **hitX:** The X world co-ordinate of where the hit occurred.
- **hitY:** The Y world co-ordinate of where the hit occurred.
- **hitZ:** The Z world co-ordinate of where the hit occurred.
- **model:** The model ID of the element that was hit.
- **materialID:** The material ID of the element that was hit.

## Weapon types

- **0:** Invalid
- **1:** Water Canon
- **2:** Tank Gun - Not yet implemented.
- **3:** Rocket - Not yet implemented.
- **4:** Heat Seeking Rocket - Not yet implemented.

## Source

The source of this event is the vehicle that fired the weapon.

## Requirements

Minimum server version	n/a
Minimum client version	1.5.6.16074

**Note:** Using this feature requires the resource to have the above minimum version declared in the meta.xml **<min\_nrp\_version>** section. *e.g.* `<min_nrp_version client="1.5.6.16074" />`