

OnClientPlayerDamage

This event is triggered whenever a player is damaged.

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

Parameters

element attacker, int damage_causing, int bodypart [, float loss]

- **attacker:** A player element representing the attacker or vehicle element (when being run over or falling off a bike).
- **damage_causing:** An int representing the cause of damage, either a attacker weapon, or some other types of damage.
- **bodypart:** An integer representing the bodypart the player 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 player lost.

Source

The source of this event is the player that got damaged. (Streamed in players only)

Cancel effect

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