

# OnWeaponFire

This event is triggered when a custom weapon gets fired.

## Parameters

No parameters.

## Source

The source of this event is the element that fired the weapon. If the server is the creator it returns *nil*.

## Cancel effect

If this event is canceled, the bullet(s) won't be synced with other players.

## Requirements

Minimum server version	1.4
Minimum client version	n/a

**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 server="1.4" />`