

OnExplosion

BETA: NEW FEATURE (BUILD: 1.6.0 r21914)

This event is triggered every time an explosion is created either by server-side createExplosion, or when reported by player.

Parameters

float x, float y, float z, int theType

- **x:** X coordinate of where the explosion was created
- **y:** Y coordinate of where the explosion was created
- **z:** Z coordinate of where the explosion was created
- **theType:** the type of explosion created, see: Explosion types

Source

The source of this event is the player who notified server about explosion, or root if explosion was created server-side along without specifying creator in createExplosion.

Canceling

If this event is canceled, the explosion will not occur.