

# Projectiles

These are the projectile ids you can use with createProjectile and getProjectileType.

ID	Name/Description
16	Grenade
17	Tear Gas Grenade
18	Molotov
19	Rocket (simple)
20	Rocket (heat seeking)
21	Air Bomb
39	Satchel Charge
58	Hydra flare

## Client Functions

- createProjectile
- detonateSatchels
- getProjectileCounter
- getProjectileCreator
- getProjectileForce
- getProjectileTarget
- getProjectileType
- setProjectileCounter