

OnPlayerWeaponSwitch

This event is triggered whenever a player's equipped weapon **slot** changes. This means giveWeapon and takeWeapon will trigger this event if the equipped slot is forced to change.

Parameters

int previousWeaponID, int currentWeaponID

- **previousWeaponID**: An integer representing the weapon that was switched from.
- **currentWeaponID**: An integer representing the weapon that was switched to.

Source

The source of this event is the player that switched his weapon.

Cancel effect

If this event is canceled, then the player's weapon won't be switched.