OnPlayerDamage

This event is triggered when a player is damaged, in any way.

- This event is not triggered when attacked by a team member if friendly fire is enabled.
- Canceling this event has no effect. Cancel the client-side event onClientPlayerDamage instead.
- onPlayerDamage doesn't trigger if the damage kills the player, onPlayerWasted is called instead.

Parameters

`player attacker, int damage_causing, int bodypart, float loss`

- **attacker**: a player element representing the player who was the attacker. If there was no attacker this returns false.
- **damage_causing**: an int representing the cause of damage, either a attacker weapon, or some other types of damage.
- **bodypart**: an int representing the bodypart ID the player was hit on when he got 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 who was damaged.