

# OnClientPlayerHitByWaterCannon

This event is fired when a player is hit by a water cannon.

**Note:** This event is only triggered for players that are streamed in

## Parameters

player playerHit

- **playerHit:** the player which got shot by the water cannon

## Source

The source of this event is the vehicle who shot the water cannon.

## Type

This event is a pre reaction event meaning it occurs before any game level reaction to the collision which include:

- Players flying off
- Players being knocked down

## Cancel effect

If this event is canceled, the player will not be knocked down.