

OnClientPedWasted

This event is triggered whenever a ped dies.

Parameters

element killer, int weapon, int bodypart, float loss / bool stealth

- **killer**: A player, ped or vehicle element representing the killer.
- **weapon**: An integer representing the killer weapon or the damage types.
- **bodypart**: An integer representing the bodypart the player was 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 ped lost in the final "hit". *Note: Only for client-side created peds.*

OR

- **stealth**: A boolean representing whether or not this was a stealth kill.

Source

The source of this event is the ped that died.