Damage Types

The following damage types are used by events like onPlayerDamage or onPlayerWasted for the **weapon** argument to describe the reason, why a ped has been damaged or died.
When a player was shot by a weapon, the respective weapon ID is the damage type ID. The weapon IDs can be found here.

ID	Damage type	Additional info
19	Rocket	Actual damage type when damaged from a rocket launcher
37	Burnt	This is used by a damage by fire, even when the fire is created by a rocket explosion or a molotov
49	Rammed	
50	Ranover	This is also called when damaged because of helicopter blades
51	Explosion	This may sometimes also be used at an indirect damage through an exploding rocket
52	Driveby	This is NOT used for a driveby kill with e.g. the 'realdriveby' resource
53	Drowned	
54	Fall	
55	Unknown	No known information about this damage type
56	Melee	Seems to be never called (?); for an actual melee damage, the fist weapon ID (0) is used (see here)
57	Weapon	Seems to be never called (?)
59	Tank Grenade	
63	Blown	Actual damage type when dying in a vehicle explosion

Damage types in Lua table:

```
local damageTypes = {
        [19] = "Rocket",
        [37] = "Burnt",
        [49] = "Rammed",
        [50] = "Ranover/Helicopter Blades",
        [51] = "Explosion",
        [52] = "Driveby",
        [53] = "Drowned",
        [54] = "Fall",
        [55] = "Unknown",
        [56] = "Melee",
        [57] = "Weapon",
        [59] = "Tank Grenade",
        [63] = "Blown"
}
```