OnClientExplosion

This event is triggered every time an explosion is created on the current **clients scene** (inside the streamer).

Parameters

```
float x, float y, float z, int theType
```

- **x:** X coordinate of where the explosion was created
- **y:** Y coordinate of where the explosion was created
- **z:** Z coordinate of where the explosion was created
- **theType:** the type of explosion created, see: Explosion types

Source

The source of this event is the player who created the explosion. If the explosion is from a vehicle the source is the player who syncs the vehicle.

Canceling

If this event is canceled, the explosion will not occur.