

OnClientPedWeaponFire

This event is called when ped shoots a weapon. This does not trigger for projectiles based, or melee weapons.

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

Parameters

int weapon, int ammo, int ammoInClip, float hitX, float hitY, float hitZ, element hitElement

- **weapon:** an int representing weapon used for making a shot.
- **ammo:** an int ammount of ammo left for this weapon type.
- **ammoInClip:** an int ammount of ammo left for this weapon type in clip.
- **hitX, hitY, hitZ:** float world coordinates representing a hit point.
- **hitElement:** an element which was hit by a shot.

Source

The source of this event is the ped who fired the weapon.