OnPlayerWeaponFire

This event is called when a player fires a weapon. This does not trigger for projectiles, melee weapons, or camera.

> **Note:** This event works only with weapons which have enabled bullet sync.

Parameters

`int weapon, float endX, float endY, float endZ, element hitElement, float startX, float startY, float startZ`

- **weapon**: an int representing weapon used for making a shot.
- **endX**, **endY**, **endZ**: float world coordinates representing an end point.
- **hitElement**: an element which was hit by a shot. Currently this can be only another player. **Note: hitElement could be incorrect and should not be relied upon.**
- **startX**, **startY**, **startZ**: float world coordinates representing the start of the bullet. **Note: This is not the gun muzzle.**

Source

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