OnPlayerProjectileCreation

> **BETA:** NEW FEATURE (BUILD: 1.6.0 r22293)
>
> This event is triggered every time a projectile is created by a player - either through a weapon, a vehicle weapon or createProjectile.

Parameters

```
int weaponType, float x, float y, float z, float force, element target, float rotX, float rotY, float rotZ, float velX, float
 velY, float velZ
```

- **weaponType:** ID, see below

ID	Name/Description
16	Grenade
17	Tear Gas Grenade
18	Molotov
19	Rocket (simple)
20	Rocket (heat seeking)
21	Air Bomb
39	Satchel Charge
58	Hydra flare

- **x:** X coordinate of where the projectile was created
- **y:** Y coordinate of where the projectile was created
- **z:** Z coordinate of where the projectile was created
- **force:** force of thrown projectile. Valid for ID 16, 17, 18, 39.
- **target:** element the projectile is targeting. Valid for ID 19, 20.
- **rotX:** X rotation. Valid for ID 19, 20.
- **rotY:** Y rotation. Valid for ID 19, 20.
- **rotZ:** Z rotation. Valid for ID 19, 20.
- **velX:** X axis velocity. Valid for ID 16, 17, 18, 19, 20, 39.
- **velY:** Y axis velocity. Valid for ID 16, 17, 18, 19, 20, 39.
- **velZ:** Z axis velocity. Valid for ID 16, 17, 18, 19, 20, 39.

Source

The source of this event is the player who created the projectile.

Canceling

If this event is canceled, the projectile will not be created for other players on the server.