

OnPlayerWasted

This event is triggered when a player is killed or dies.

Parameters

int totalAmmo, element killer, int killerWeapon, int bodypart, bool stealth

- **totalAmmo**: an int representing the total ammo the victim had when they died.
- **killer**: an element representing the player, ped, vehicle or object who was the killer. Deaths resulting from fall damage provide the vehicle or object landed on as the killer. If there is no killer this is *false*.
- **killerWeapon**: an int representing the killer weapon or the damage type.
- **bodypart**: an int representing the bodypart ID the victim was hit on when they died.

- **3**: Torso
- **4**: Ass
- **5**: Left Arm
- **6**: Right Arm
- **7**: Left Leg
- **8**: Right Leg
- **9**: Head

- **stealth**: a boolean value representing whether or not this was a stealth kill.

Source

The source of this event is the player that died or got killed.