${\bf On Client Object Break}$

This event is fired before an object breaks.

 $\ensuremath{\textbf{Note:}}$ This event is only triggered for objects that are streamed in

Parameters

element attacker

• attacker: the vehicle/ped/player who is breaking the object

Source

The source of this event is the object which will break.

Cancel effect

If this event is canceled, the object will not break.