OnClientPlayerStuntFinish

This event is triggered whenever the local player finishes a vehicle stunt.

Parameters

```
string stuntType, int stuntTime, float stuntDistance
```

- **stuntType**: the type of stunt the player just performed. Valid types are:
    - 2wheeler
    - wheelie
    - stoppie
- **stuntTime**: the number of miliseconds the stunt lasted.
- **stuntDistance**: the distance traveled while doing the stunt.

Source

The source of this event is the local player.