

OnClientWeaponFire

This event triggers when a custom weapon fires a shot.

Note: This event is **ONLY** for custom weapons that were created with createWeapon, for regular weapons use onClientPlayerWeaponFire.

Note: This event is only triggered for custom weapons that are streamed in

Parameters

element hitElement, float posX, float posY, float posZ, float normalX, float normalY, float normalZ, int materialType, float lighting, int pieceHit

- **hitElement:** the element that was hit
- **posX:** the position it will hit
- **posY:** the position it will hit
- **posZ:** the position it will hit
- **normalX:** the normal it hit (see processLineOfSight)
- **normalY:** the normal it hit (see processLineOfSight)
- **normalZ:** the normal it hit (see processLineOfSight)
- **materialType:** the material type it hit (see processLineOfSight)
- **lighting:** the lighting of the entity it hit (see processLineOfSight)
- **pieceHit:** the piece of the entity it hit (see processLineOfSight)

Source

The source of this event is the weapon that was fired.

Cancel Effect

If this event was canceled, then the weapon will not fire.