OnPedDamage

This event is triggered when a ped is damaged. For player damage, use onPlayerDamage instead.

> **Note:** This event is not triggered prior to r21247.

Parameters

`float loss`

- **loss**: an int representing the percentage of health the ped lost.

Source

The source of this event is the ped that got damaged.

Cancel Effect

Canceling this event has no effect. Cancel the client-side event onClientPedDamage instead.