

# OnClientPlayerWasted

This event is triggered whenever a player, including those remote, dies.

## Parameters

element killer, int weapon, int bodypart, bool stealth

- **killer:** A player, ped or vehicle element representing the killer.
- **weapon:** An integer representing the killer weapon or the damage types.
- **bodypart:** An integer representing the bodypart the player was damaged.

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

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

## Source

The source of this event is the player that died.