OnClientPlayerWeaponSwitch

This event is triggered whenever the local player's equipped **weapon slot** changes. This means giveWeapon and takeWeapon will trigger this event if the equipped slot is forced to change.

Parameters

```
int previousWeaponSlot, int currentWeaponSlot
```

- **previousWeaponSlot**: An integer representing the previous weapon slot the player had before he switched.
- **currentWeaponSlot**: An integer representing the new weapon slot the player has after he switched.

Source

The source of this event is the player who switched their weapon (Local player only)

Cancel effect

If this event is canceled, then the weapon will not be switched.