

```
local tool = script.Parent
local toggle = script.Parent:WaitForChild("Toggle")
local part = script.Parent:WaitForChild("Handle")
local mousepos = script.Parent:WaitForChild("pos")
local on = false

local beam = Instance.new("Part")
beam.BrickColor = BrickColor.new("Really red")
beam.FormFactor = "Custom"
beam.Size = Vector3.new(0,0,0)
beam.TopSurface = "Smooth"
beam.BottomSurface = "Smooth"
beam.CanCollide = false
beam.Anchored = true
beam.Transparency = 0.5
beam.Material = "Neon"

toggle.OnServerEvent:connect(function(player,bool)
    if bool then
        on = true
        local character = player.Character
        local clone = beam:Clone()
        clone.Parent = tool
        while on do
            local pos = part.Position
            local ray = Ray.new(part.Position, (mousepos.Value - pos).unit*300)
            local hit,endpos = workspace:FindPartOnRay(ray,character,false,true)
            local distance = (pos - endpos).magnitude
            clone.Size = Vector3.new(0,0,distance)
            clone.CFrame = CFrame.new(pos, endpos)*CFrame.new(0,0,-distance/2)
            if hit then
                local human = hit.Parent:FindFirstChild("Humanoid")
                if human then
                    human:TakeDamage(1)
                end
            end
            end
            wait()
        end
        clone:Destroy()
    else
        on = false
    end
end)
```