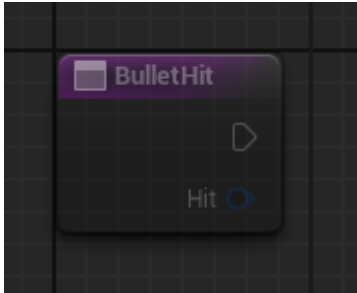


Events

BulletHit



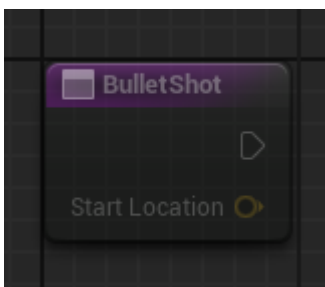
Description

- Called when a bullet hits something
- Can be used to apply damage, spawn decals etc

Arguments

- **Hit** - the HitResult structure

BulletShot



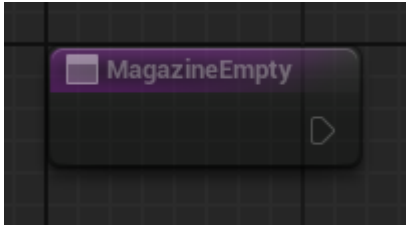
Description

- Called when a bullet spawns (or the line trace is fired)

Arguments

- **StartLocation** - the location where the bullet has spawned (i.e. the muzzle socket position)

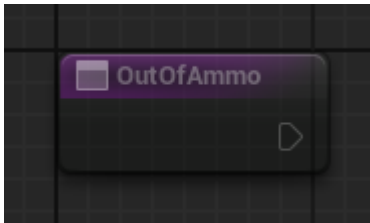
MagazineEmpty



Description

- Called when there are no more bullets in the current magazine

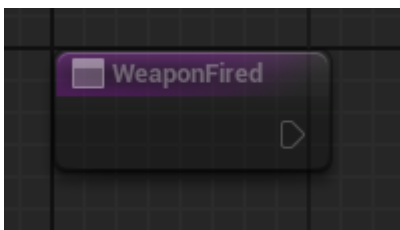
OutOfAmmo



Description

- Called when there are no more bullets

WeaponFired



Description

- Called when the weapon is fired (not per bullet - i.e. on burst, will be called once even if the burst has more bullets)

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