

SVehicleDamageBehaviorEventParams Structure

C++

```
struct SVehicleDamageBehaviorEventParams {  
    EntityId shooterId;  
    Vec3 localPos;  
    float radius;  
    float hitValue;  
    int hitType;  
    float componentDamageRatio;  
    float randomness;  
    IVehicleComponent* pVehicleComponent;  
};
```

File

IVehicleSystem.h

SVehicleDamageBehaviorEventParams::componentDamageRatio Data Member

C++

```
float componentDamageRatio;
```

SVehicleDamageBehaviorEventParams::hitType Data Member

C++

```
int hitType;
```

SVehicleDamageBehaviorEventParams::hitValue Data Member

C++

```
float hitValue;
```

SVehicleDamageBehaviorEventParams::localPos Data Member

C++

```
Vec3 localPos;
```

SVehicleDamageBehaviorEventParams::pVehicleComponent Data Member

C++

```
IVehicleComponent* pVehicleComponent;
```

SVehicleDamageBehaviorEventParams::radius Data Member

C++

```
float radius;
```

SVehicleDamageBehaviorEventParams::randomness Data Member

C++

```
float randomness;
```

SVehicleDamageBehaviorEventParams::shooterId Data Member

C++

```
EntityId shooterId;
```

SVehicleDamageBehaviorEventParams::Serialize Method

C++

```
void Serialize(TSerialize ser, IVehicle* pVehicle);
```

SVehicleDamageBehaviorEventParams:: SVehicleDamageBehaviorEventParams Constructor

C++

```
SVehicleDamageBehaviorEventParams();
```

In This Topic