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Subject: Re: scripts.dll headshot

Posted by [Whitedragon](#) on Thu, 16 Feb 2006 12:32:17 GMT

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FullDeath triggers when a player loses all their health/armor in one damage event, which could be getting headshotted, it also could be getting ran over by a vehicle or falling off a cliff.

There is currently no way to detect headshots, so dont bother trying.

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