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Subject: Re: HS only mod!!!

Posted by [Ivan275](#) on Mon, 11 Sep 2006 02:13:12 GMT

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Cat998 wrote on Sun, 10 September 2006 15:28 Let's say a player has 40 HP left and a headshot makes 1000 damage.

This player gets killed by a headshot and it tells you that this shot did 40 HP damage on him.

How would you know if it was a headshot or just a normal bodyshot ?that is a good point, but considering this will be a sniper server there are only 4 ways to get a player to 40HP. All easily fixable.

1-2 c4/pistol(remove c4's/pistol from game because on a sniper server you don't need them, and some sniper servers have them removed anyways)

3 falling damage(falling damage will need to be removed or increased to instant death)

4 tibrium damage (damage will have to be set to 0 or all player skin charged to chem skin)

PS there is still a function called "Get\_Damage\_Bone\_Name" which may be all that "nowud13" needs.

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