
Subject: Re: HS only mod!!!

Posted by [StealthEye](#) on Mon, 11 Sep 2006 21:37:35 GMT

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The get_damage_bone is not the function you're looking for. It seems to return some variable/constant and nothing more... The function you're looking for does not exist, as the client basically sends the damage, and not the position of the shot. The damage the client sends is already multiplied by the client, so it is not possible to determine that (unless you're counting the damage like suggested elsewhere).

Detecting headshots is not possible from the server side.
