Subject: Re: Question about the object hook(hooking bullets, etc.) Posted by danpaul88 on Sat, 14 Jul 2007 10:17:05 GMT View Forum Message <> Reply to Message

Yeah, more's the pity. Sometimes it would be SO useful to have events for both weapon firing and bullet impact (including WHAT it impacted on and x,y,z location of final impact etc).

sigh....