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Subject: Re: Question about the object hook(hooking bullets, etc.)

Posted by [BlueThen](#) on Sat, 14 Jul 2007 20:01:14 GMT

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RoShamBo wrote on Sat, 14 July 2007 14:25The clients sends it Because big head isn't server side, lol.

You still send info about where you are shooting.

Then it could be serverside since there is info sent...?

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