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

Posted by [jnz](#) on Sat, 14 Jul 2007 20:42:18 GMT

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When someone has a RoF hack, if the bullets were server side, everyone would see it stright away. Instead, they don't because all the clients sends is that you are shooting and in the general direction. All you see if the player shooting like normal. The server will look at the path and if it collides with a building mesh then it does the damage.

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