

On Damage

```
int playerId = Get_Player_ID(obj);
    cPlayer *p = FindPlayer(playerId);
    if(!p) return;

    CrotchShots[playerId] = p->CrotchShots;
    LegShots[playerId] = p->LegShots;
    ArmShots[playerId] = p->ArmShots;
    ShotsFired[playerId] = p->ShotsFired;
    headShotCount[playerId] = p->HeadShots;
```

[17:30:55] [PLAYERDATAINFO] Noob2[1]

[17:30:55] [SHOTSFIRED] 1

[17:30:55] [LEGSHOTS] 0

[17:30:55] [CROTCHSHOTS] 0

[17:30:55] [ARMSHOTS] 0

[17:30:55] [HEADSHOTS] 0

[17:30:55] [PLAYERDATAINFO] Noob[2]

[17:30:55] [SHOTSFIRED] 358

[17:30:55] [LEGSHOTS] 6

[17:30:55] [CROTCHSHOTS] 0

[17:30:55] [ARMSHOTS] 0

[17:30:55] [HEADSHOTS] 1

Not sure if this helps

The client is sending wrong values or only sending sometimes.

Noob2 fired 4 shots to the head It says i fired 1 shot.

Player Noob didn't fire that many shots with a pistol. He had at least 8 headshots and had arm shots

Game 2 Another game of output

[18:03:34] [PLAYERDATAINFO] Noob2[1]

[18:03:34] [SHOTSFIRED] 23

[18:03:34] [LEGSOTS] 3

[18:03:34] [CROTCHSHOTS] 2

[18:03:34] [ARMSOTS] 1

[18:03:34] [HEADSHOTS] 6

[18:03:34] [PLAYERDATAINFO] Noob[2]

[18:03:34] [SHOTSFIRED] 649

[18:03:34] [LEGSOTS] 6

[18:03:34] [CROTCHSHOTS] 0

[18:03:34] [ARMSOTS] 0

[18:03:34] [HEADSHOTS] 54

[18:03:34] [PLAYERDATAINFO] Pissedhotrod[3]

[18:03:34] [SHOTSFIRED] 9

[18:03:34] [LEGSOTS] 0

[18:03:34] [CROTCHSHOTS] 0

[18:03:34] [ARMSOTS] 0

[18:03:34] [HEADSHOTS] 0

[18:03:34] [PLAYERDATAINFO] dczxcx[4]

[18:03:34] [SHOTSFIRED] 126

[18:03:34] [LEGSOTS] 0

[18:03:34] [CROTCHSHOTS] 0

[18:03:34] [ARMSHOTS] 0

[18:03:34] [HEADSHOTS] 0
