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

Posted by [Tunaman](#) on Sat, 14 Jul 2007 09:23:47 GMT

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Is it possible to be able to attach a script to the bullets of something? I tried doing it through an object hook but then I found out that it didn't catch things such as bullets, etc.

Is there a better(or another) way of getting something's GameObject? Right now I'm just attaching scripts to them in my object hook.

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

Posted by [Whitedragon](#) on Sat, 14 Jul 2007 09:59:27 GMT

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Bullets aren't gameobjects and you can't attach scripts to them.

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

Posted by [danpaul88](#) on Sat, 14 Jul 2007 10:17:05 GMT

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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....

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

Posted by [Tunaman](#) on Sat, 14 Jul 2007 11:35:12 GMT

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Oh, thanks. It woulda been useful but oh well.

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

Posted by [jnz](#) on Sat, 14 Jul 2007 16:28:21 GMT

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Bullets are clientside.

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

Posted by [Slave](#) on Sat, 14 Jul 2007 19:17:45 GMT

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Bullets damaging a building ain't clientside.

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

Posted by [BlueThen](#) on Sat, 14 Jul 2007 19:22:46 GMT

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If where bullets land are client side, then how would the server know if the bullet hit the head or arm or leg or whatever?

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

Posted by [jnz](#) on Sat, 14 Jul 2007 19:25:10 GMT

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The clients sends it Because big head isn't server side, lol.
You still send info about where you are shooting.

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...?

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

Posted by [jnz](#) on Sat, 14 Jul 2007 20:08:47 GMT

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BlueThen wrote on Sat, 14 July 2007 21:01RoShamBo 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...?

If it was serverside, big head wouldn't work.

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

Posted by [BlueThen](#) on Sat, 14 Jul 2007 20:20:55 GMT

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RoShamBo wrote on Sat, 14 July 2007 15:08BlueThen wrote on Sat, 14 July 2007 21:01RoShamBo 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...?

If it was serverside, big head wouldn't work.
but..d. data.. er.. nevermind.

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

Posted by [Tunaman](#) on Sat, 14 Jul 2007 20:29:57 GMT

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What RoShamBo means is that damage against infantry and vehicles is clientside.. I don't really know what he's trying to say about bullets only being clientside though. Because if they were then buildings would be invincible. ;[

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.

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

Posted by [Yrr](#) on Sun, 15 Jul 2007 00:09:23 GMT

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No, the client fires, does bullet collisions and then sends the damage to the server.

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

Posted by [jnz](#) on Sun, 15 Jul 2007 01:27:12 GMT

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Yrr wrote on Sun, 15 July 2007 01:09No, the client fires, does bullet collisions and then sends the damage to the server.

Even to buildings? ;o Thats what i was talking about.

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

Posted by [Yrr](#) on Sun, 15 Jul 2007 12:03:16 GMT

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No, not for buildings. If you turn LagReduction off in your configuration, the server does all bullet collisions.
