1. The 'StockDamageHook' gets triggered when a non-4.0 player does direct damage and the 'TtDamageHook' gets triggered when a 4.0 player does direct damage, the difference is that the 'TtDamageHook' sends out the ammo used and the bone hit.

2. No, but you can write something that gives you 99% accurate information, see the attached file.

3. For non-4.0 players you can check the direct damage done with a table of neck shot/head shot damage values for a warhead, the 'TtDamageHook' gives you the bone that a 4.0 player hit. See the attached file for an implementation.

The 1% it fucks up is when a player kills another player with splash or burn damage and he does some really quick weapon switching. The Apache and Orca share the same damage value and warhead and I haven't worked on probably reporting kills done with them yet. The next 4.0 beta will give you the ability to check burn damage (special damage types) so you'll just have to add checking for that and fix the Orca and Apache, and then test it on a server, if you're only using it for a sniper server you shouldn't have any issue and you can remove most of the code. Oh and the squish detection sometimes doesn't trigger.

File Attachments
1) CustomKillMessages.cpp, downloaded 254 times