
Subject: Get_Damage_Bone_Name

Posted by [Distrbd21](#) on Sun, 22 Jul 2012 00:02:57 GMT

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The maker of the Build server I host, is using Get_Damage_Bone_Name in his coding.

I tried to use it in 4.0 with the tt damage hook, in ssgm and it does not work.

What it does and should do in 4.0 is.

when you check for a certain bone that is damaged or by other means, "eg w/e you want it to do".

Like say if you have it on damage, it should then check to see what bone you want it to check for then do the rest of your code.

just saying...

It is confirmed working in 3.4, but broken in 4.0.

EDIT: TBH it can be used for a lot of things, one being someone could use it to detect damage hacks. but I think bitach does that, or even TT, but how? if they don't check the bone shot and how much damage it should take compared to what the player shooting it is doing. js=Just saying
