Subject: scripts.dll headshot
Posted by PackHunter on Wed, 15 Feb 2006 23:01:15 GMT
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deleted.

Subject: Re: scripts.dll headshot
Posted by Cat998 on Thu, 16 Feb 2006 06:08:18 GMT
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Sorry, you cant detect headshots.

Subject: Re: scripts.dll headshot
Posted by PackHunter on Thu, 16 Feb 2006 06:40:35 GMT
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deleted..

Subject: Re: scripts.dll headshot
Posted by Cat998 on Thu, 16 Feb 2006 10:09:33 GMT
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It only works when the player has full health + full amor, it does
not always work

Subject: Re: scripts.dll headshot
Posted by PackHunter on Thu, 16 Feb 2006 11:32:57 GMT
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Did you try it? Or just looked at the code? Because looking only at the code that's what I expected
too...

Subject: Re: scripts.dll headshot
Posted by Whitedragon on Thu, 16 Feb 2006 12:32:17 GMT
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FullDeath triggers when a player loses all their health/armor in one damage event, which could be
getting headshotted, it also could be getting ran over by a vehicle or falling off a cliff.

There is currently no way to detect headshots, so dont bother trying.

Subject: Re: scripts.dll headshot
Posted by PackHunter on Thu, 16 Feb 2006 12:39:37 GMT
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Lol, nobody believes me... I am not crazy though.

I am doing this for my sniping mod which means i don't have harvesters, you can't drop to your death when falling and all snipers run around with tiberium shields.

Subject: Re: scripts.dll headshot
Posted by Cat998 on Thu, 16 Feb 2006 13:08:31 GMT
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PackHunter wrote on Thu, 16 February 2006 12:32Did you try it? Or just looked at the code?
Because looking only at the code that's what I expected too...

Yes I already tried this 6 months ago .... it does not work 100 % so I gave it up.

Subject: Re: scripts.dll headshot
Posted by PackHunter on Thu, 16 Feb 2006 20:07:29 GMT
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Nevermind, I cracked it. You will be seeying it on -=uT=-|GeRmaN EliTe - SniPinG soon enough