

---

Subject: Re: Official SBot Thread

Posted by [StealthEye](#) on Fri, 29 Sep 2006 19:50:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

afaik, it is impossible to detect which weapon actually caused the damage, as the client doesn't send it. I think you can check for C4 objects however, those are handled on the server. You could also log the damage and the weapons a player has picked up, and the ammo the player has. That would probably be a lot of work though.

---