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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.

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