Subject: Headshot message for Server.
Posted by crysis992 on Sun, 21 Nov 2010 21:50:35 GMT
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Hello, im working atm on kill strike messages, okay I´ve done them so far. But now i want a headshot message.

"<nick> killed <KILLEDnick>. Headshot"

I did the killstrike script on this way:

```
if (kills == 2)
{
 Create_2D_WAV_Sound_Player(obj,"multikill.wav");
 Console_Input(StrFormat("msg %s made a double kill (2)", Get_Player_Name(obj)).c_str());
}

 else if (kills == 3)
.
.
.
.
```

its working, but how i do this headshot thing? I rly have no idea + im just a beginner in this c++ shit *lol*