
Subject: Re: Headshot message for Server.
Posted by [Omar007](#) on Sun, 21 Nov 2010 22:22:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

You'll have to check either which bone has been hit or what the damage multiplier was (*5 is a headshot I believe).
I never looked into detailed hits but the single player counts headshots, arm shots, torso shots etc so I'm assuming it's in there somewhere.
