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Subject: Re: Headshot message for Server.  
Posted by [jnz](#) on Mon, 22 Nov 2010 18:10:19 GMT  
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Something for you to try.

```
int headShotCount[127]; //bad, but whatever
extern cPlayer *(*FindPlayer)(int);

//player join
headshotCount[playerId] = 0;

//when player is damaged:
void my_script::Damaged(GameObject *o, GameObject *Attacker, float damage)
{
    int playerId = Get_Player_Id(o);
    cPlayer *p = FindPlayer(playerId);
    if(!p) return;

    headShotCount[playerId] = p->HeadShots;
}

//when player is killed
void my_script::Killed(GameObject *o, GameObject *Attacker)
{
    int killerId = Get_Player_Id(Attacker);
    cPlayer *killer = FindPlayer(killerId);
    if(!killer) return;
    if(killer->HeadShots > headShotCount[killerId])
    {
        headShotCount[killerId] = killer->HeadShots;
        Console_Input("msg headshot");
    }
}
```