Subject: Re: Headshot message for Server. Posted by reborn on Mon, 29 Nov 2010 21:03:54 GMT View Forum Message <> Reply to Message

AddKill(Get\_Player\_ID(obj), 1);

Should be:

AddKill(Get\_Player\_ID(shooter), 1);

Updated download to include various fixes, here.

Sorry for delay, I have been very busy.

