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Subject: Re: Hooking

Posted by [StealthEye](#) on Sat, 10 Sep 2011 23:51:21 GMT

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It doesn't. Before TT, only the damager knew about this information. With TT, the server actually gets informed about this. So the hook would be possible for TT players only, but it is questionable whether it is useful if it is only known for TT clients. The server and other clients locally simulate the game and approximate if it would be a miss, body, neck, or headshot. This is also why you can visually get hit but lose no health, or vice versa.

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