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Subject: 4.0 Server Damage

Posted by [cAmpa](#) on Mon, 07 May 2012 13:46:21 GMT

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I got a few question's about these changes.

1. What is the different between "StockDamageHook" and "TtDamageHook", how do they work? When do they get triggered and when not?
2. On 3.4 scripts we always had the problem that we never knew what tool was used to kill or to destroy something, is there now a better way? In RR we had for example a KillHook what gave me always the correct information.
3. Is there now a way to get the information if the shot was a headshot?