
Subject: Re: 4.0 Server Damage

Posted by [jonwil](#) on Mon, 07 May 2012 14:04:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

1. StockDamageHook is called when damage is done by a < 4.0 player, TtDamageHook is called when damage is done by a 4.0 player.

2. On 4.0, you can call Get_Damage_Warhead to get the warhead used to carry out damage (i.e. you call it from inside the ::Damaged or ::Killed event of a script, not from inside the damage hook). To convert a string warhead into the number returned by Get_Damage_Warhead, call ArmorWarheadManager::Get_Warhead_Type.

3. No there is no way to tell if it was a head-shot or not.
