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Subject: Re: Get\_Damage\_Bone\_Name

Posted by [Whitedragon](#) on Sun, 22 Jul 2012 04:56:43 GMT

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Commands->Get\_Damage\_Bone\_Name has never worked properly server side, though it may sometimes appear to. What it does is return the bone that the projectile hit on the server, as opposed to the bone the client hit; sometimes these will match up, but generally they don't. And since the client is the one that determines damage this function is mostly useless.

If you need to get the damage bone use the TT damage hook. You can also guess it from the stock damage hook by comparing damage values to a table.

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