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Subject: Re: Animated projectile

Posted by [danpaul88](#) on Mon, 19 Nov 2012 20:43:43 GMT

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No, projectiles are not actual game objects and are not even transmitted over the network... clients simply generate bullets when a weapon is firing in the direction the weapon muzzle is facing. Thus why a bullet can appear in slightly different locations on two different clients (due to latency in updating the weapon position) and why hit detection is done client side.

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