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Subject: Re: iRANian playing renegade

Posted by [iRANian](#) on Wed, 20 Feb 2013 22:50:24 GMT

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cause it uses server side headshot detection instead of client side detection of headshots, the game never sends headshot info the server except if the player is running 4.0 and the renegade ladder doesn't use that info from 4.0 players, it uses the server-side detection of headshots

the fact that its so low on my stats page probably means its actually quite high!

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