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Subject: Get\_Damage\_Bone\_Name

Posted by [Distrbd21](#) on Sun, 22 Jul 2012 00:02:57 GMT

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The maker of the Build server I host, is using Get\_Damage\_Bone\_Name in his coding.

I tried to use it in 4.0 with the tt damage hook, in ssgm and it does not work.

What it does and should do in 4.0 is.

when you check for a certain bone that is damaged or by other means, "eg w/e you want it to do".

Like say if you have it on damage, it should then check to see what bone you want it to check for then do the rest of your code.

just saying...

It is confirmed working in 3.4, but broken in 4.0.

EDIT: TBH it can be used for a lot of things, one being someone could use it to detect damage hacks. but I think bitach does that, or even TT, but how? if they don't check the bone shot and how much damage it should take compared to what the player shooting it is doing. js=Just saying

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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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