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Subject: Re: phrases.ini

Posted by [Chronojam](#) on Wed, 13 Oct 2004 16:56:48 GMT

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RenxAre you guys going to get this working? I'm pretty sure it should only need to be a server side fix, since it's the server that displays the messages.

For those that don't know what phrases.ini does, it changes the "PLAYER killed PLAYER" text. One would be "KILLER beat the shit out of VICTIM."

There are 10 default ones, but I think more custom ones can be added, not sure.

Beat the shit out of, was commented out for ratings reasons as far as I can tell. Even though the file wasn't used at all in the end.

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