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Subject: kill msgs

Posted by [ghost](#) on Wed, 11 Jan 2006 05:46:44 GMT

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Well how do i make it say

dax was assassinated by ghost (Nod Engineer vs GDI Sydney)

or if possible a custom message? im just lost lol

well this is the section on server2.ini

```
; Kill Messages are as followed. SSAOW will use one of the defined strings below
; for when it displays a kill message. Note that ShowPlayerKillMessage must be
; enabled for these kill messages to be used.
```

```
;
```

```
; SvSKillMsg = Kill messages for soldier VS soldier fights.
```

```
; VvSKillMsg = Kill messages for vehicle VS soldier fights.
```

```
;
```

```
; Inside the strings, you can use 4 special words to define where the player's
```

```
; name, the killer's name, the player's preset, and the killer's preset are
```

```
; placed:
```

```
;
```

```
; <killer> = Killer's name
```

```
; <killed> = Player's name
```

```
; <killerpreset> = Killer's preset
```

```
; <killedpreset> = Player's preset
```

```
; Example: <killer> killed <killed> (<killerpreset> VS <killedpreset>)
```

```
;
```

```
; To define a new string, use the key "Str#=", where # is the next number in the
```

```
; sequence. Be sure that the "Total=" key is the correct amount of strings
```

```
; defined.
```

```
[SvSKillMsg]
```

```
Total=10
```

```
Str1="<killer> killed <killed> (<killerpreset> VS <killedpreset>)"
```

```
Str2="<killed> was assassinated by <killer> (<killerpreset> VS <killedpreset>)"
```

```
Str3="<killer> made mincemeat out of <killed> (<killerpreset> VS <killedpreset>)"
```

```
Str4="<killer> slaughtered <killed> (<killerpreset> VS <killedpreset>)"
```

```
Str5="<killer> exterminated <killed> (<killerpreset> VS <killedpreset>)"
```

```
Str6="<killed> bit the dust thanks to <killer> (<killerpreset> VS <killedpreset>)"
```

```
Str7="<killed> was cut down by <killer> (<killerpreset> VS <killedpreset>)"
```

```
Str8="<killer> crushed <killed> (<killerpreset> VS <killedpreset>)"
```

```
Str9="<killed> is taking the dirt nap thanks to <killer> (<killerpreset> VS <killedpreset>)"
```

```
Str10="<killer> beat the shit out of <killed> (<killerpreset> VS <killedpreset>)"
```

```
[VvSKillMsg]
```

```
Total=5
```

```
Str1="<killed> got ran over by <killer> (<killerpreset> VS <killedpreset>)"
```

Str2="<killer> made a pancake out of <killed> (<killerpreset> VS <killedpreset>)"

Str3="<killed> was hit by <killer> (<killerpreset> VS <killedpreset>)"

Str4="<killer> made <killed> into roadkill (<killerpreset> VS <killedpreset>)"

Str5="<killed> was splattered all over by <killer> (<killerpreset> VS <killedpreset>)"

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