
Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by [tonyroldm](#) on Wed, 06 Sep 2006 23:23:04 GMT
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Thanks for your reply.

So what your saying this is not a function of the SSAOW to present these messages to the players in the game. It only outputs them to the ssaow_date.txt file.(FDSLogRoot=ssaow) There is a SSAOW setting to EchoLog to the FDS console. But this setting will echo anything logged to the SSAOW log to FDS console.

In order for the messages to be displayed in the IRC this is a function of the bot. In my case the CS bot is performing that function from the ssaow_date.txt file.

That script is that is performing that function is

(/load -rs Aow.cs) on the CS bot.

I am looking for the the fuctionality to go that extra step to get them presented to the players in the game. This has to be in the scripting that only extracts the _PLAYERKILL messages and echos them to the players in the game.

I do not know enough about scripting to get this done.

Does anyone have a script that will perform that task?

This is a very cool feature and would like to implement it.

Let me know

Thanks tonyroldm
