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Subject: Custom kill messages

Posted by [mac](#) on Sun, 23 May 2004 19:57:37 GMT

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Few notes.

Have the 2 characters, their names and if killer is in a vehicle.

So, we can have a numberof standard messages for normal kills (minigunner vs minigunner) and more special messages, for spectacular kills e.g SBH vs Havoc or Engineer VS Raveshaw. More than one message for each combination of characters is possible.

Also, it is known if the killer is in a vehicle. The message should reflect that ie (".. was owned by Player1's Medium Tank")

If you are referring to weapons, refer to the character's default weapon or just the character - because we do not have the actual weapon, just the characters.

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