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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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Subject: Re: kill msgs  
Posted by [andysh](#) on Wed, 11 Jan 2006 09:27:44 GMT  
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What bot are u using?

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Subject: Re: kill msgs  
Posted by [light](#) on Wed, 11 Jan 2006 10:10:08 GMT  
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I do hope it isn't that ripped copy of CFGuard that nopic stole.

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Subject: Re: kill msgs  
Posted by [ghost](#) on Wed, 11 Jan 2006 16:48:06 GMT  
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no the bot brenbot.i was looking in the server2.ini near the bottom.LOL nopic! this guy asks me how im a noob and when i point out that he got banned from RG and how hes trying to bypass it...yeah ill find the log of that conversation asap

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Subject: Re: kill msgs  
Posted by [andysh](#) on Wed, 11 Jan 2006 21:13:54 GMT  
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From what I know, you are unable to customize your kill messages with BRenBot.

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Subject: Re: kill msgs  
Posted by [ghost](#) on Thu, 12 Jan 2006 00:22:22 GMT  
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andysh wrote on Wed, 11 January 2006 13:13From what I know, you are unable to customize your kill messages with BRenBot.

so how would i be able to set them as

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

and such...

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Subject: Re: kill msgs  
Posted by [AmunRa](#) on Thu, 12 Jan 2006 00:46:54 GMT  
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they are there, but don't work for some reason, pretty sure its a Brenbot bug

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Subject: Re: kill msgs  
Posted by [andysh](#) on Thu, 12 Jan 2006 02:57:31 GMT  
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BRenBot does not use these messages for its kill messages, it uses GameLog and has that one kill message built into BRenBot, well from what I know.

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Subject: Re: kill msgs  
Posted by [ghost](#) on Thu, 12 Jan 2006 05:06:10 GMT  
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can i replace that killmsg?

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Subject: Re: kill msgs  
Posted by [EA-DamageEverything](#) on Sat, 21 Jan 2006 02:13:02 GMT  
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You can customize these Messages. I did that too.

-----  
This is the first part you should notice. Example=

Original:

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

Custom:

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

-----  
That means, you can replace all the words between the <killer> and the <killed>. Soldier vs Soldier fights are 10 strings and Vehicle vs Soldier are 5 strings. The values shouldn't be changed.

-----  
But you can edit all of this stuff in server2.ini=

```
[Translated_Preset]
mp_GDI_Barracks="GDI Barracks"
mp_GDI_War_Factory="GDI War Factory"
CHANGE INTO
mp_GDI_Barracks="Barr"
mp_GDI_War_Factory="GDI Tank production"
```

all those presets can be renamed. But pay attention, if you turn on the BuildingDeathRewardPage, Ssaow uses your customized Name... "The GDI Tank production has been destroyed. Thank to you!"

-----  
Finally to get this to work=  
-Settings for server2.ini-  
a) Change the log from ssaow\ssaowlog to -> renlog  
b) disable gamelog

from now on you can see things like this by looking at the FDS Console=  
1234 purchased a Sakura  
1234 purchased a vehicle  
Vehicle create (NOD light Tank).

I did it this way and got the FDS running with SS-CP1.3, SSAOW 1.34, RG SSC and NightRegulator 0.21. I also have seen several servers on IRC who have those killmsg enabled without crashing the BR 1.41.