Subject: Scripts 2.7.2 - Displaying _kill messages
Posted by IcyyTouch on Fri, 09 Jun 2006 21:48:57 GMT
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When I changed from scripts.dll 1.5 to 2.7.2 the server stopped logging the _kill messages to the renlog files though they are still enabled in the ssaow.ini. Is there something I need to do to get these to log again?

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by Whitedragon on Fri, 09 Jun 2006 23:07:55 GMT
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You overwrote SSAOW when you installed scripts 2.7.2, you have to use the scripts.dll included in the SSAOW download.

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by IcyyTouch on Sat, 10 Jun 2006 05:55:58 GMT
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I don't follow you... I replaced the scripts.dll and the bhs.dll file from 1.5 with the files from 2.7.2. Unless you're saying there's supposed to be a ssaow.ini file. If that's the case, it wasn't in the zip I downloaded.

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by Whitedragon on Sat, 10 Jun 2006 06:07:06 GMT
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SSAOW is in scripts.dll, when you replaced it with the 2.7.2 scripts.dll you overwrote SSAOW. Use the scripts.dll from the 1.5 download.

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by danpaul88 on Sat, 10 Jun 2006 16:54:03 GMT
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basically you cant use any scripts.dll except those provided with SSAOW. if you need the newer scripts in 2.7.2 you will have to wait until an updated SSAOW is released

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by tonyrolm on Wed, 06 Sep 2006 20:37:46 GMT
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I know this is an older post, but for the life of me I been looking to find out how to get the player kill / killed messages to display to the players in the game.

The kill / killed messages are displaying just fine in my IRC channels but they are not in the game to the players.
The bot I use is CloudyServ version 0.98.2 (newly upgraded but had the same issue with version 0.98 also)

I am running SSAOW 1.5 and the bhs.dll version is 2.500000 (per the console SVERSION command)

Not sure what is missing to make this happen. If anyone can help with this I would greatly appreciate it.

Thanks in advance

tonyrolm

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by jnz on Wed, 06 Sep 2006 21:03:22 GMT
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tonyrolm wrote on Wed, 06 September 2006 21:37I know this is an older post, but for the life of me I been looking to find out how to get the player kill / killed messages to display to the players in the game.

The kill / killed messages are displaying just fine in my IRC channels but they are not in the game to the players.
The bot I use is CloudyServ version 0.98.2 (newly upgraded but had the same issue with version 0.98 also)

I am running SSAOW 1.5 and the bhs.dll version is 2.500000 (per the console SVERSION command)

Not sure what is missing to make this happen. If anyone can help with this I would greatly appreciate it.

Thanks in advance

tonyrolm

this is what i want on my server but no-one replyed to my thread

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by tonyrolm on Wed, 06 Sep 2006 21:31:56 GMT
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I noticed that it is working on the FnFall server.
Must be some secret sauce out there somewhere to make this happen.

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by Whitedragon on Wed, 06 Sep 2006 22:08:09 GMT
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The kill messages in SSAOW are not supposed to be displayed ingame.

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by tonyrolm 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 tonyrolm

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by havoc9826 on Thu, 07 Sep 2006 04:09:40 GMT
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Dragonade (SSAOW's parent) has something like this, since we can see kill messages for when the base defenses kill a person, or when someone loses their connection to the server. However, the client has to be running jonwil's most recent scripts.dll for this to work. SSAOW 1.5 probably doesn't have this functionality yet, so you'll have to edit it yourself or wait for Whitedragon to release the next version. I don't know if it's even possible to change kill messages serverside alone, though, since the kill message is something in the client strings.tdb file (which can be edited by the client if they know where to look in that gigantic file).

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by jnz on Thu, 07 Sep 2006 14:34:19 GMT
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i think that is the bot doing that ?

Subject: Re: Scripts 2.7.2 - Displaying _kill messages
Posted by danpaul88 on Thu, 07 Sep 2006 14:44:53 GMT
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it would be easiest to simply create a mIRC script to read the messages posted by your bot, and !msg those which are kill messages back to it.