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Subject: SSCTF

Posted by [renalpha](#) on Tue, 01 Apr 2008 18:36:22 GMT

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how can i make it poop out kill messages with brenbot 1.52  
?

thank you.

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Subject: Re: SSCTF

Posted by [renalpha](#) on Wed, 02 Apr 2008 09:30:59 GMT

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anyone have an idea to get the brenbot working with SSCTF for the kill messages?

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Subject: Re: SSCTF

Posted by [renalpha](#) on Fri, 04 Apr 2008 08:30:48 GMT

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bump...

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Subject: Re: SSCTF

Posted by [EA-DamageEverything](#) on Sat, 12 Apr 2008 01:30:51 GMT

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You can try SSCTF 2.92 in combination with Resurrection Alpha. RR displays extended Killmessages including vehicle speed and falling height.

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Subject: Re: SSCTF

Posted by [Xpert](#) on Wed, 23 Apr 2008 05:16:23 GMT

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This was answered a few times on other topics.

Just make a BRenbot plugin that reads the CTF log files.

You can use RR as a substitute but you probably don't want the features in RR.

You can use CS and make a simple kill messages script for ssctf like I did in the past.

That's really all the options available.

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Subject: Re: SSCTF

Posted by [EA-DamageEverything](#) on Thu, 24 Apr 2008 11:19:18 GMT

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Xpert wrote on Wed, 23 April 2008 07:16 You can use RR as a substitute but you probably don't want the features in RR. You can disable unwanted features in RR as well. Of course, there are numerous options to get it working. Those you have posted and then there is the option to use SSGM in CTF mode or just re-write & re-compile the SSCTF scripts so the Killmsgs will be displayed in public chat. For the use with SSGM and special weapons inside a modified object, the presets should be listed in the ssgm.ini too.

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