Subject: costume kill ssgm.
Posted by Distrbd21 on Sun, 27 May 2012 11:50:22 GMT
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I have the playerkilllog set to 1 like ssgm says, but the costume kill message still wont be used instead of the default ones.

Am I forgetting something?

I have the 2.0.2X version of ssgm.

Subject: Re: costume kill ssgm.
Posted by shaitan on Sun, 27 May 2012 23:30:05 GMT
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When picking a good costume it's customary to make sure it's going to fit properly.

Subject: Re: costume kill ssgm.
Posted by bmruze on Mon, 28 May 2012 04:39:26 GMT
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Are you getting an error message or have you modified the code at all to change the custom kill messages, if so then post those changes here.

Subject: Re: costume kill ssgm.
Posted by Xpert on Mon, 28 May 2012 22:57:14 GMT
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DistrbdSt0rm21 wrote on Sun, 27 May 2012 07:50
I have the 2.0.2X version of ssgm.

That's my modified version and isn't an official TT/BHS project so don't expect much help from them.

But what custom kill messages are you trying to do?