
Subject: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA

Posted by [iRANian](#) on Thu, 08 Mar 2012 19:30:08 GMT

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THIS IS AN ALPHA VERSION AND MIGHT CRASH OR LAG YOUR FDS.

This plugin replaces the normal kill messages for players running scripts.dll 2.9.2 or higher with custom versions that look like these:

KillerName <killed string> VictimName <squish string>

KillerName <killed string> VictimName with a HEAD SHOT!

KillerName <killed string> VictimName with a NECK SHOT!

Where <killed string> and <squish string> are randomly chosen from a list of strings you can configure. The source code contains a function to very accurately obtain what weapon was used to kill a player, but this function isn't used. Squishes might possibly not be detected accurately (using a hacky method to detect them), if that's the case please contact me.

You can contact me on renegadeforums.com under the nick iRANian.

Thanks to the Tiberian Technologies team and in particular StealthEye for adding the features to beta 4 that make this possible and for answering a lot of my questions.

To install this plugin set 'SendPlayerKillsToNewClients=' in server.ini to false, place 'CustomKillMessages.dll' in the root FDS folder and add an entry for it under [Plugins] in SSGM.ini. Then at the bottom of SSGM.ini add:

[CustomKillMessages_KilledStrings]

;These are the strings that are randomly chosen as the string to replace 'killed' with in 'KillerName killed VictimName'

01=beat the shit out of

02=politically massacred

[CustomKillMessages_SquishStrings]

;These are the strings that are randomly chosen as the string to replace 'squishstring' with in 'KillerName killed VictimName squishstring'

01=herp derp

02=SQUISH!

File Attachments

1) [Custom Kill Messages SSGM 4.0 Plugin v1.zip](#), downloaded 335 times
