
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 334 times

Subject: Re: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA

Posted by [Distrbd21](#) on Tue, 12 Jun 2012 10:16:20 GMT

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Fixed the c4 and beacon to the new system.

Although I did find a error.

It's either when your a eng or a sak or havok.

Not for sure witch, but when we tested it I was a eng and he was a sak and it crashed the server when he killed me, and when I was a havok and killed him as a eng.

It also says was killed by a headshot even if it was a foot shot.

File Attachments

1) [CustomKillMessages.zip](#), downloaded 276 times

Subject: Re: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA

Posted by [Xpert](#) on Tue, 12 Jun 2012 21:11:14 GMT

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DistrbdSt0rm21 wrote on Tue, 12 June 2012 06:16Fixed the c4 and beacon to the new system.

Although I did find a error.

It's either when your a eng or a sak or havok.

Not for sure witch, but when we tested it I was a eng and he was a sak and it crashed the server when he killed me, and when I was a havok and killed him as a eng.

It also says was killed by a headshot even if it was a foot shot.

Then you did something wrong.

Subject: Re: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA

Posted by [Distrbd21](#) on Tue, 12 Jun 2012 22:35:43 GMT

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All I did was changed the Is_C4 and Is_Beacon

Subject: Re: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA

Posted by [Ethenal](#) on Tue, 12 Jun 2012 23:13:09 GMT

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I don't know, but:

```

if (Explosion)
{
if (Is_Beacon(Explosion))
{
const char* Beacon = Get_Translated_Preset_Name(Explosion);
KillWeapon = Beacon;
delete []Beacon;
}
else if (Is_C4(Explosion))
{
int C4Mode = Get_C4_Mode(Explosion);
if (C4Mode == 1)
{
KillWeapon = "Remote C4";
}
else if (C4Mode == 2)
{
KillWeapon = "Timed C4";
}
else if (C4Mode == 3)
{
KillWeapon = "Proxy C4";
}
}
}

if (Explosion)
{
if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_BeaconGameObj() )
{
const char* Beacon = Get_Translated_Preset_Name(Explosion);
KillWeapon = Beacon;
delete []Beacon;
}
else if (obj->As_PhysicalGameObj() && obj->As_PhysicalGameObj()->As_C4GameObj() )
{
int C4Mode = Get_C4_Mode(Explosion);
if (C4Mode == 1)
{
KillWeapon = "Remote C4";
}
else if (C4Mode == 2)
{
KillWeapon = "Timed C4";
}
else if (C4Mode == 3)
{
}
}
}

```

```
        KillWeapon = "Proxy C4";
    }
}
}
```

The only difference is where the Is_C4 and Is_Beacon is. Notice how you check a completely different object than Iran's code does...

EDIT: Oh NOW I see, you check the GameObject "obj" to see if it's a C4/Beacon or not, and then Iran's code goes on doing its thing with the Explosion object.

I don't mean to be rude, but you obviously have no clue what you are doing.

Subject: Re: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA
Posted by [Xpert](#) on Tue, 12 Jun 2012 23:13:27 GMT

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You're checking objects. You aren't even checking the right variable. You didn't check for explosion.

Don't assume you can just copy and paste a line based on what I posted in a different topic, and think you've "fixed" it.

Subject: Re: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA
Posted by [Distrbd21](#) on Wed, 13 Jun 2012 00:11:51 GMT

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Xpert wrote on Tue, 12 June 2012 18:13You're checking objects. You aren't even checking the right variable. You didn't check for explosion.

Don't assume you can just copy and paste a line based on what I posted in a different topic, and think you've "fixed" it.

1 I never said I did, as I'm still learning C++.

2 I just thought I would make it easier on Iran rather then just telling him what he needs to do.

So unless one of you guys want to fix it for him or wait for him to fix it then don't bitch at me.

EDIT: even though I'm not gonna release anything, I'm still gonna finish what I started.

Don't know if Iran has already fixed it or not, please let me know and I will remove it.

Have not tested yet.

File Attachments

1) [CustomKillMessagesv2.zip](#), downloaded 254 times

Subject: Re: [SSGM 4.0 Plugin] Custom Kill Messages ALPHA

Posted by [Distrbd21](#) on Fri, 20 Jul 2012 10:57:39 GMT

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bump

updated my post above, IRAN If you already fixed it let me know and I'll remove it.
