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Subject: Re: kill msgs

Posted by [EA-DamageEverything](#) on Sat, 21 Jan 2006 02:13:02 GMT

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You can customize these Messages. I did that too.

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This is the first part you should notice. Example=

Original:

```
Str1="<killer> killed <killed> (<killerpreset> VS <killedpreset>)"
```

Custom:

```
Str1="<killer> shot <killed> (<killerpreset> VS <killedpreset>)"
```

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That means, you can replace all the words between the <killer> and the <killed>. Soldier vs Soldier fights are 10 strings and Vehicle vs Soldier are 5 strings. The values shouldn't be changed.

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But you can edit all of this stuff in server2.ini=

```
[Translated_Preset]
```

```
mp_GDI_Barracks="GDI Barracks"
```

```
mp_GDI_War_Factory="GDI War Factory"
```

```
CHANGE INTO
```

```
mp_GDI_Barracks="Barr"
```

```
mp_GDI_War_Factory="GDI Tank production"
```

all those presets can be renamed. But pay attention, if you turn on the BuildingDeathRewardPage, Ssaow uses your customized Name... "The GDI Tank production has been destroyed. Thank to you!"

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Finally to get this to work=

-Settings for server2.ini-

a) Change the log from ssaow\ssaowlog to -> renlog

b) disable gamelog

from now on you can see things like this by looking at the FDS Console=

```
1234 purchased a Sakura
```

```
1234 purchased a vehicle
```

```
Vehicle create (NOD light Tank).
```

I did it this way and got the FDS running with SS-CP1.3, SSAOW 1.34, RG SSC and NightRegulator 0.21. I also have seen several servers on IRC who have those killmsg enabled without crashing the BR 1.41.

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