I know this is an older post, but for the life of me I been looking to find out how to get the player kill / killed messages to display to the players in the game.

The kill / killed messages are displaying just fine in my IRC channels but they are not in the game to the players.
The bot I use is CloudyServ version 0.98.2 (newly upgraded but had the same issue with version 0.98 also)

I am running SSAOW 1.5 and the bhs.dll version is 2.500000 (per the console SVERSION command)

Not sure what is missing to make this happen. If anyone can help with this I would greatly appreciate it.

Thanks in advance

tonyrolm