
Subject: Re: Scripts 2.7.2 - Displaying _kill messages

Posted by [jnz](#) on Wed, 06 Sep 2006 21:03:22 GMT

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tonyroldm wrote on Wed, 06 September 2006 21:37I 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

tonyroldm

this is what i want on my server but no-one replied to my thread
