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Subject: Re: Scripts 2.7.2 - Displaying \_kill messages  
Posted by [havoc9826](#) on Thu, 07 Sep 2006 04:09:40 GMT  
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Dragonade (SSAOW's parent) has something like this, since we can see kill messages for when the base defenses kill a person, or when someone loses their connection to the server. However, the client has to be running jonwil's most recent scripts.dll for this to work. SSAOW 1.5 probably doesn't have this functionality yet, so you'll have to edit it yourself or wait for Whitedragon to release the next version. I don't know if it's even possible to change kill messages serverside alone, though, since the kill message is something in the client strings.tdb file (which can be edited by the client if they know where to look in that gigantic file).

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