Funmessages (1)

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This is how you configure the funmessages plugin.

1 Short description

With this plugin, you can configure your own [lexicon='funmessages',''][/lexicon].

2 Configurationoverview

JavaScript: configs/plugins/funmessages.json

```
{
                                                                "aimbot":    "^5<PLAYER_NAME>    ^4turned    on
         "beer":"^2Anicesexywaitressbrings^7<PLAYER_NAME>^2anicepintofbeer!",
                                                          "bigadmin":   "^1Oooooh,   ^3Big   Admin   is   watch
      "bye":"^7<PLAYER_NAME>^2waveshishandtosay^1GOODBYE^2.Wesurelymeetlater!",
    "cheat":"^7<PLAYER_NAME>^1thinksthat^7<PLAYER_LASTKILLER>^1ischeating!",
                                "god":  "^1GODMODE^2  is  now  enabled  for  player  ^7<PLAYER_NAME>",
LASTWEAPONKILL>^2kills^7<PLAYER_KILLS>^1!",
d<PLAYER_LASTVICTIM>^7with<PLAYER_LASTWEAPONKILL>",
  "pizza":"^2Someonecallsmariandbrings^7<PLAYER_NAME>^2ahotpepperonipizza!",
by<PLAYER_LASTKILLER>^7with<PLAYER_LASTWEAPONDEATH>"
                    }
                }
            }
```

Alles anzeigen

3 Detailed configurationvariables

The configurationfile of the "[lexicon='funmessages',''][/lexicon]" function is located in the configs/plugins directory and is named [lexicon='funmessages',''][/lexicon].json. An explanation of the variables follows:

Variable	Allowed Values	Description
enabled	truefalse	You can (de)active the plugin with this variable.
messages		This variable includes the object/has of the funmessage.

The following placeholder can be used in the command field.

Placeholder	Description
<PLAYER_NAME>	Will be replaced with the own name.
<PLAYER_TEAM>	Will be replaced with the own team.
<PLAYER_LASTKILLER>	Will be replaced with the last player who killed you.
<PLAYER_LASTVICTIM>	Will be replaced with the last player you killed.
<PLAYER_LASTWEAPONKILL>	Will be replaced with the last weapon you killed a player with.
<PLAYER_LASTWEAPONDEATH>	Will be replaced with the last weapon a player killed you with.
<PLAYER_KILLS>	Will be replaced with the own amount of kills.
<PLAYER_DEATHS>	Will be replaced with the own amount of deaths.
<PLAYER_TEAMKILLS>	Will be replaced with the own amount of teamkills.
<TIME>	Will be replaced with the current time. Format: H:i (Hour:Minute)
<PLAYER_COUNTRY_CODE>	Will be replaced with the own country code. (e.g. `DE`)
<PLAYER_COUNTRY_NAME>	Will be replaced with the own country name (e.g. `Germany`). The country name adapts oneself to the language which was set in the config.
<PLAYER_CONTINENT_CODE>	Will be replaced with the own continent code. (e.g. `EU`).
<PLAYER_CONTINENT_NAME>	Will be replaced with the own continent name. (e.g. `Europe`). The continent name adapts oneself to the language which was set in the config.
<PLAYER_CITY_NAME> *	Will be replaced with the own city name. (e.g. `Berlin`). The city name adapts oneself to the language which was set in the config. * Works only, if the extended [lexicon='geoip',''][/lexicon] database is installed.

You are able to use color codes.