

## 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 [funmessages](#).

## 2 Configurationoverview

JavaScript: configs/plugins/funmessages.json

```
{
    "aimbot":      "^5<PLAYER_NAME>      ^4turned      on
    "beer": "^2Anicesexywaitressbrings^7<PLAYER_NAME>^2anicepintoofbeer!",
    "bigadmin":    "^10oooooh, ^3Big      Admin      is      watch
    "bye": "^7<PLAYER_NAME>^2wavedhishandtosay^1GOODBYE^2.Wesurelymeetlater!",
    "cheat": "^7<PLAYER_NAME>^1thinksthat^7<PLAYER_LASTKILLER>^1scheating!",
    "god":         "^1GODMODE^2 is now enabled for player ^7<PLAYER_NAME>",
    "LASTWEAPONKILL": "&PLAYER_KILLS^1kills",
    "&PLAYER_LASTVICTIM": "&PLAYER_LASTWEAPONKILL>",
    "pizza": "^2SomeonecallsMariannebrings^7<PLAYER_NAME>^2nopepperonpizza!",
    "&PLAYER_LASTKILLER": "&PLAYER_LASTWEAPONDEATH>"
}
}
```

Alles anzeigen

### 3 Detailed configuration variables

The configuration file of the "[funmessages](#)" function is located in the configs/plugins directory and is named [funmessages.json](#). An explanation of the variables follows:

<u>Variable</u>	<u>Allowed Values</u>	<u>Description</u>
enabled	truefalse	You can (de)activate 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 <a href="#">geoip</a> database is installed.

You are able to use color codes.