

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>^2anicepintofbeer!",  
    "bigadmin":    "^10oooooh,    ^3Big    Admin    is    watch  
    "bye":    "^7<PLAYER_NAME>^2waveshishandtosay^1GOODBYE^2.Wesurelymeetlater!",  
    "cheat":    "^7<PLAYER_NAME>^1thinksthat^7<PLAYER_LASTKILLER>^1scheating!",  
    "god":    "^1GODMODE^2 is now enabled for player ^7<PLAYER_NAME>",  
    "kill":    "LASTWEAPONKILLER^7<PLAYER_KILLER>^1killed^7<PLAYER_KILLED>^1s",  
    "killmsg":    "LASTWEAPONKILLER^7<PLAYER_KILLER>^1killed^7<PLAYER_KILLED>^1s",  
    "pizza":    "^2SomeonecallsMarianneandbrings^7<PLAYER_NAME>^2a pepperonpizza!",  
    "victmsg":    "LASTWEAPONKILLER^7<PLAYER_KILLER>^1killed^7<PLAYER_KILLED>^1s",  
    "watch":    "LASTWEAPONKILLER^7<PLAYER_KILLER>^1killed^7<PLAYER_KILLED>^1s",  
    "death":    "LASTWEAPONKILLER^7<PLAYER_KILLER>^1killed^7<PLAYER_KILLED>^1s",  
    "deathmsg":    "LASTWEAPONKILLER^7<PLAYER_KILLER>^1killed^7<PLAYER_KILLED>^1s",  
}
```

Display More

3 Detailed configurationvariables

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

Variable	Allowed Values	Description
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enabled	true/false	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 geoip database is installed.

You are able to use color codes.