Killmessages (1)

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This is how you configure the killmessages plugin.

1 Short description

With this plugin, you can configure your own [lexicon='killmessages',''][/lexicon], which are sent to the chat when someone kill three players in a row for example.

2 Configurationoverview

JavaScript: configs/plugins/killmessages.json

```
{


    "firstbloodmessage": "^4<PLAYER_NAME> ^5got first blood with ^4<WEAPON>^5!",

                                                                    "2":      "###      Dou
                                                                      "3":      "###      M
                                                                        "4":      "###
                                                                      "5":      "###      U
                                                                  "6":      "###      MONSTE
                                                              "7":      "###      LUDICROUS
                                                    "8":    "###    !!!    HOLY    SHIT    !!!    ###
        },


                                                "melee":    "<PLAYER_NAME>    stabbed    <KILLED_NA
        }
    }
}
```

Alles anzeigen

3 Detailed configurationvariables

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

Variable	Allowed Values	Description

enabled	truefalse	You can (de)active the plugin with this variable.
firstblood	truefalse	You can (de)active the firstblood message with this variable.
firstbloodmessage	Text	This variable includes the firstblood message.
sequence	truefalse	You can (de)active the sequence message with this variable.
sequencemessages		This variable includes a list of messages. The key is the amount of kills which you need. The value is the message, which is sent when you reach the key.
timelimit	Amount	This variable defines the maximum gap between 2 kills to count as sequence.
weapon	truefalse	You can (de)active the weapon message with this variable.
weaponmessages		This variable includes a list of weapon messages. The key is the name/group of the weapon. The value is the message, which is sent when you reach the key.

The following placeholders can be used in the firstbloodmessage, sequencemessages and the weaponmessages field:

Placeholder	Description
<PLAYER_NAME>	Will be replaced with the name of the player.
<KILLS>	Will be replaced with the kills of the player.
<DEATHS>	Will be replaced with the deaths of the player.
<KILLED_NAME>	Will be reaplaced with the name of the killed player.
<WEAPON>	Will be replaced with the weapon of the player, that killed someone.

Using color codes is possible.