Death Messages

BattleTracker provides customizable death messages that can be displayed to players when they are killed in PVP or PVE combat. These are easily configurable for each tracker type, and can be customized to fit the theme of your server.

Configuration

Player

Player death messages are death messages that occur when a player dies due to another player.

By default, these come pre-configured in the **pvp.yml**, and are configured in conjunction with the item type that is used to kill the player. Additionally, Minecraft Item Tags are also able to be used, allowing you to configure death messages for similar types of items, denoted by a pound/hashtag (#) symbol (i.e. #axes for all axes, #pickaxes for all pickaxes, etc.)

Variables:

- **%player%** - The player which was responsible for the kill.
- **%target%** - The player who died.
- **%item%** - The name of the item that was used to kill the player.

World

World death messages are death messages that occur when a player dies due to a world event, such as suffocating in sand, burning in lava, or anything that does not involve a death by an entity or player.

By default, these come pre-configured in the **pve.yml**, and can be set for any Damage Cause.

Variables:

- **%player%** - The name of the player that died.

Entity

Entity death messages are death messages that occur when a player is killed by an entity. This does not include players, or world events.

By default, these come pre-configured in the **pve.yml**, and can be set for any Minecraft Entity, using it's official identifier.

Variables:

- **%player%** - The name of the player that died.

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