League Of Legends Killing Sounds

Hello again everyone, I've moved to League Of Legends 3 months ago, and I made something, it's not that special, but I thought it would be nice to share it with you all 😄

Okay, in shortcut this is killing spree as league of legends style XD

Source Side
__Gunz__
ZSoundEngine.cpp
Code:

```
#define VOICE_DOUBLE                "nar/NAR37"
#define VOICE_TRIPLE                "nar/NAR38"
#define VOICE_QUADRA                "nar/NAR39"
#define VOICE_PENTA                 "nar/NAR40"
```

ZGame.cpp
under this line _bool bmsg = true;_
Code:

```
switch(Kills)
{
   case 2:
   ZGetGameInterface()->PlayVoiceSound( VOICE_DOUBLE, 1600);
   sprintf(szMsg, "^2%s is on double kill!", szAttacker);
   break;
   case 3:
   ZGetGameInterface()->PlayVoiceSound( VOICE_TRIPLE, 1600);
   sprintf(szMsg, "^2%s is on triple kill!", szAttacker);
   break;
   case 4:
   ZGetGameInterface()->PlayVoiceSound( VOICE_QUADRA, 1600);
   sprintf(szMsg, "^2%s is on quadra kill!", szAttacker);
   break;
   case 5:
   ZGetGameInterface()->PlayVoiceSound( VOICE_PENTA, 1600);
   sprintf(szMsg, "^2%s is on penta kill!", szAttacker);
   break;
  default:
    if(Kills >= 10)
    {
      sprintf(szMsg, "^2%s is UNSTOPPABLE with %d kills!",
szAttacker, Kills);
    } else
      bmsg = false;
    break;
}

if(bmsg)
  ZChatOutput(MCOLOR(0xFF707070), szMsg);
```

in this case _MC_MATCH_GAME_DEAD_
add these
Code:

```
int Kills;
```

Code:

```
pCommand->GetParameter(&Kills, 4, MPT_INT);
```

replace
Code:

```
OnPeerDead(uidAttacker, nAttackerArg, uidVictim, nVictimArg);
```

with this
Code:

```
OnPeerDead(uidAttacker, nAttackerArg, uidVictim, nVictimArg,
Kills);
```

now inside these functions
ZGame::OnPeerDead
ZGame::OnPeerDieMessage

add the parameter
Code:

```
int Kills
```

before the), and do this action for the same functions inside **Game.h**

CSCommon
MSharedCommandTable.cpp
Code:

```
C(MC_MATCH_GAME_DEAD, "Game.Dead", "Game.Dead",
MCDT_MACHINE2MACHINE)
                    P(MPT_UID, "Attacker");
                    P(MPT_UINT, "AttackerArg");
                    P(MPT_UID, "Victim");
                    P(MPT_UINT, "VictimArg");
                    P(MPT_INT, "KillStreak");
```

MMatchObject.cpp
inside *MMatchObject::MMatchObject*
Code:

```
KillStreak = 0;
```

MMatchObject.h
under *MASYNCJOBQ m_DBJobQ;*
Code:

```
int KillStreak;
```

MMatchServer_Stage.cpp
inside *void MMatchServer::PostGameDeadOnGameKill* add
Code:

```
pAttacker->KillStreak++;
```

```
pVictim->KillStreak = 0;
```

Code:

```
pCmd->AddParameter(new MCommandParameterInt(pAttacker-
>KillStreak));
```

Some notes:
1- after 9 kills, the sentence will be stable, and will count the kill streak.
2- as you all know after the 4th kill, the FANTASTIC sound is enabled, and after it comes the Quadra sound, so if you want to remove that FANTASTIC sound, go to ZScreenEffectManager.cpp, *void ZScreenEffectManager::AddPraise* should do the job.

Client Side
decompile effect.mrs, go to effect.xml and add the lines below
Code:

```
<EFFECT NAME="nar/NAR37"                                    type="1"/>
       <EFFECT NAME="nar/NAR38"
       type="1"/>
       <EFFECT NAME="nar/NAR39"
       type="1"/>
       <EFFECT NAME="nar/NAR40"
       type="1"/>
```

and extract the sound files inside nar.mrs