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Subject: in need of some dynamic linked library help  
Posted by [reborn](#) on Tue, 20 Feb 2007 01:39:02 GMT  
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I would like to be able to add a console command to the FDS so I can stop peoples in-game chat from showing up to other players, as part of a server side .dll.

I am unsure on whether it is possible, maybe there is some engine call that clears the players chat?

If anyone can make a helpful suggestion as to where to start looking, or has some experiance and is willing to share their findings I would really appreciate it.

It would be nice to be able to "!mute playerx", then they become unable to chat.

Please, any direction would be appreciate, as I am at a complete loss if i'm honest.

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