
Subject: Re: k wtf commands half way work now??
Posted by [BillieJoe67](#) on Sun, 10 Jun 2012 11:45:30 GMT
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Ethenal wrote on Sun, 10 June 2012 02:29Beta 4 Code:

```
virtual bool OnChat(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
{
    if(MutedPlayers[PlayerID] == false)
    {
        return true;
    }
    else
    {
        return false;
    }
}
```

Beta 5 Code:

```
virtual bool OnChat(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
{
    if(MutedPlayers[PlayerID] == false)
    {
        return true;
    }
    else
    {
        return false;
    }
}
```

Comparison of the mute chat hook from TT's beta 4 and beta 5. I even included the links to the source code zip for you.

Oh, strange... they seem to be identical.

The way it works hasn't changed between beta 4 and 5.... return true to show the chat, return false to block it

Also, if it's no big deal, why did you need to post it?
