Subject: [SSGM 4.0 Plugin] Mute v2
Posted by Xpert on Fri, 06 Jul 2012 10:49:38 GMT

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The original was made by reborn but I wasn't that satisfied with it due to a few minor things. It didn't have any output and it never notified the player if they are muted when they try to talk or use radio commands.

Quote:
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CREDITS
Thanks to reborn for original concept
Thanks to iRan for making me avoid the use of "PPAGE"

DESCRIPTION
This plugin will allow you to mute or unmute players ingame to prevent them from
using the chat or radio commands.

CHANGELOG

V1 - Original by reborn released with TT

V2 - Notifies the player if they are muted or unmuted
   - Notifies the player if they try to use Radio or Chat when muted
   - It will now output if you try to mute a player that is already muted and
     if you try to unmute a player that isn't muted.
   - The output response to the FDS will now make a new line using \n

V3 - Fixed a problem where muted players could still use radio commands

File Attachments
1) SSGM4.0_Mute_Plugin_v2.rar, downloaded 273 times
2) Mute.dll, downloaded 216 times