You could set the sound function in front of the filter.

```
Chat_Hook() {
Sound_Commands();
Mute_Function();
}
```

He would be able to spam sounds without you can see it ingame now.

Or you do it like this with a few edits in sound function.

```
Chat_Hook() {
bool isSoundCommand = Sound_Commands();
if (isSoundCommand == false)
   Mute_Function();
}

bool Sound_Commands()
{
...
if (SoundCommandFound)
{
return true;
}
return false;
}
```