
Subject: Re: Chat Mute?

Posted by [cAmpa](#) on Sun, 27 Oct 2013 10:01:24 GMT

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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;  
}
```
