
Subject: Re: Chat Mute?

Posted by [reborn](#) on Sun, 27 Oct 2013 20:15:15 GMT

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UnitXc wrote on Sat, 26 October 2013 19:37: Is it possible to create a mute command that mutes only a player's ability to type ingame but leaves their ability to use voice commands?

Yes it is possible, is it required?

In fact, you don't actually have to write any code at all, you can just delete this:

```
if(MutedPlayers[PlayerID] == false)
{
    return true;
}
else
{
    return false; //Keep this line only
}
```

from the existing mute plug-in, and then compile it.

From this hook, not the chat hook:

```
virtual bool OnRadioCommand(int PlayerType, int PlayerID, int AnnouncementID, int IconID,
AnnouncementEnum AnnouncementType)
```
