Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin
Posted by Neijwiert on Thu, 12 Oct 2017 21:30:40 GMT

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Ok I now see what's going on. Without Dragonade this plugin works just fine. Apparently Dragonade does some stuff with the messaging in da.dll. Need to hook that shit too in case of dragonade and then call the dragonade chat event i guess?