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Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin

Posted by [Neijwiert](#) on Thu, 12 Oct 2017 22:08:18 GMT

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Well I know how to 'fix' it, correct me if I'm wrong, but seeing the source code of Dragonade kind of tells me that all legacy SSGM plugins already receive private messages in the OnChat event when Dragonade is running. So you'd only need this plugin when Dragonade is not running on the server and you want to see private chat.

EDIT: Ignore what I've said it doesn't...

```
if ( receiverPlayerClass && (PlayerID != receiverID_1 || (unsigned
__int8)DAEventManager::Chat_Event(v5, 2, v15, receiverID_1)) )
```

I will make the fix...

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