Ok so here's the thing. I updated it to work with both SSGM and Dragonade at the same time. It will detect Dragonade and will then perform the appropriate steps. But the funny thing is I discovered this weird 'glitch' where in normal 'vanilla' fds it would output the private message twice. Well turns out this isn't a glitch and vanilla fds 4.5 just puts all private messages through.

@JonWil I don't know if this is a mistake on your side, but if it is, you should take a look at the function at address 0x1217D3D0 at the bottom. You forgot to check if the message type is of type TEXT_MESSAGE_PRIVATE

I updated the dll, re-download if you had the previous version. Still update even though you didn't use Dragonade. I also fixed some bugs.

EDIT:
In fact I'm pretty sure its a mistake. SSGM can't even handle private chat:

SSGMGameLog::Log_Gamelog("CHAT;%s;%d;%ls", type, Commands->Get_ID(player), Message);

Where type = char type[8];
It is never initialized, so this is a serious bug.