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Subject: Re: [SSGM 4.5 Plugin] PrivateChatHookPlugin

Posted by [shaitan](#) on Fri, 13 Oct 2017 17:57:31 GMT

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It was removed this whole time because of that reasoning? That makes sense now, prior to DA we were able to turn that on or off. If you remember Blacky, you had your own working brenbot version you'd added too.

That was always a moderator tool that in extreme circumstances came in handy. There's PM abuse that goes on and unless someone has their own proof...we can't deal with it. There's been shitloads of times that would've come in handy to turn on for 2 players.

Are any of you able to bypass that particular section so it works again?

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