
Subject: [SSGM 4.0 Plugin] Mute v2
Posted by [Xpert](#) on Fri, 06 Jul 2012 10:49:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

The original was made by reborn but I wasn't that satisfied with it due to a few minor things. It didn't have any output and it never notified the player if they are muted when they try to talk or use radio commands.

Quote:

```
### Created by Xpert from Atomix  
### irc.ax-games.net  
### www.ax-games.net
```

CREDITS

Thanks to reborn for original concept
Thanks to iRan for making me avoid the use of "PPAGE"

DESCRIPTION

This plugin will allow you to mute or unmute players ingame to prevent them from using the chat or radio commands.

CHANGELOG

V1 - Original by reborn released with TT

V2 - Notifies the player if they are muted or unmuted

- Notifies the player if they try to use Radio or Chat when muted
- It will now output if you try to mute a player that is already muted and if you try to unmute a player that isn't muted.
- The output response to the FDS will now make a new line using \n

V3 - Fixed a problem where muted players could still use radio commands

File Attachments

- 1) [SSGM4.0_Mute_Plugin_v2.rar](#), downloaded 151 times
 - 2) [Mute.dll](#), downloaded 94 times
-

Subject: Re: [SSGM 4.0 Plugin] Mute v2
Posted by [reborn](#) on Fri, 06 Jul 2012 10:55:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Excellent release!

Subject: Re: [SSGM 4.0 Plugin] Mute v2
Posted by [iRANian](#) on Fri, 06 Jul 2012 10:58:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice release, you could add the hook I showed you but it might crash with future versions of 4.0.

Subject: Re: [SSGM 4.0 Plugin] Mute v2
Posted by [Xpert](#) on Fri, 06 Jul 2012 11:01:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Fri, 06 July 2012 06:58Nice release, you could add the hook I showed you but it might crash with future versions of 4.0.

I lost it somewhere, it's in my logs. If I do make a v3, I won't release the source because I don't think TT would be happy about that specific hook, lol.

Subject: Re: [SSGM 4.0 Plugin] Mute v2
Posted by [iRANian](#) on Fri, 06 Jul 2012 15:51:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

fuk da police

Subject: Re: [SSGM 4.0 Plugin] Mute v2
Posted by [Sean](#) on Fri, 06 Jul 2012 15:52:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks.

Subject: Re: [SSGM 4.0 Plugin] Mute v2
Posted by [Xpert](#) on Sat, 28 Jul 2012 04:13:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Updated 1st post.

V3 - Fixed a problem where radio commands still work even if the player is muted. This is due to the format of the radio hook being changed by TT in beta 5.

I also included the .dll with the download this time since I forgot.

Subject: Re: [SSGM 4.0 Plugin] Mute v2

Posted by [roszek](#) on Sat, 28 Jul 2012 10:56:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Fri, 06 July 2012 08:51fuk da police

[18:59:47] Host: (Ethenal@IRC): lmao this is not a police state

[18:59:51] Host: (Ethenal@IRC): this is a video game

@Xpert, nice.

Subject: Re: [SSGM 4.0 Plugin] Mute v2

Posted by [Xpert](#) on Sat, 24 Aug 2013 06:48:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Updated plugin. Mute now blocks private messages aswell. If a non-muted player pages a muted player ingame, it will notify the player that the person is muted but their message will still be sent.

I'm only releasing the plugin and not the source due to it having the potential ability to read private messages.

I've updated the first post with the Mute.dll on it.

Subject: Re: [SSGM 4.0 Plugin] Mute v2

Posted by [iRANian](#) on Sat, 24 Aug 2013 08:09:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

You need to give me credit you noob

Subject: Re: [SSGM 4.0 Plugin] Mute v2

Posted by [Xpert](#) on Sat, 24 Aug 2013 08:10:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Credit to Iran for privatechathook.

There.

Subject: Re: [SSGM 4.0 Plugin] Mute v2

Posted by [ehhh](#) on Sat, 24 Aug 2013 10:39:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

well done guys!!!!!!!!!!!!

Subject: Re: [SSGM 4.0 Plugin] Mute v2
Posted by [Lazy5686](#) on Sun, 25 Aug 2013 17:05:16 GMT
[View Forum Message](#) <> [Reply to Message](#)
