
Subject: [SSGM 4.0 Plugin] Beacon Mute
Posted by [Xpert](#) on Fri, 13 Jul 2012 07:00:51 GMT
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This plugin will allow you to block or unblock players ingame from using or purchasing beacons. It will notify the player that is blocked if they attempt to purchase a beacon or if they attempt to plant one.

Quote:

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

```
### DESCRIPTION ###
```

```
This plugin will allow you to block or unblock players ingame from using or purchasing beacons. It will inject 2 console commands; BMUTE and UNBMUTE.
```

```
### CHANGELOG ###
```

```
V1 - Release
```

File Attachments

```
1) SSGM4.0\_BeaconMuter\_Plugin\_v1.rar, downloaded 253 times
```

Subject: Re: [SSGM 4.0 Plugin] Beacon Mute
Posted by [iRANian](#) on Fri, 13 Jul 2012 08:05:22 GMT
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Nice release.

Why don't you just destroy the beacon in the object create hook when a guy who is bmuted plants it?

Subject: Re: [SSGM 4.0 Plugin] Beacon Mute
Posted by [Xpert](#) on Fri, 13 Jul 2012 08:50:38 GMT
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iRANian wrote on Fri, 13 July 2012 04:05Nice release.

Why don't you just destroy the beacon in the object create hook when a guy who is bmuted plants it?

I had some crash issues so I just went with a different method.
