Subject: Re: in need of some dynamic linked library help
Posted by reborn on Tue, 20 Feb 2007 17:01:16 GMT
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Cat998 wrote on Tue, 20 February 2007 11:16Why do you think it wouldn't be possible ?
All chatmessages are passing the server. They are not getting sent
from client to client xD (which would require a connection from every client to every client :s).
So it's definatly possible and the BlackIntel mod is already hidding all ! commands, when
someone types them (you can test it on BlackIntel servers).

Well I was initially thinking along the wrong lines. I was thinking is it possible to stop clients from
using the chat function (hence wondering whether it was possible).
As where after re-evaluating I should be looking at making the clients chat not show up to other
players. So you arean't really stoping them from using the chat function, but rather stopping there
messages being relayed to everyone else.

I will test it on the BI server, but are you prepared to let me see your work on it? I can't see it really
affecting you guys too much, it is for an APB server, not renegade.
I would really appreciate it if you could help me out, i'm not too bad with c++, but I have zero
experiance with ASM. You would be super cool