
Subject: [SSGM 4.0 Plugin] ShadowMute

Posted by [iRANian](#) on Wed, 31 Jul 2013 09:17:19 GMT

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

This plugin will add a modified version of the mute console commands from the mute plugin that comes with SSGM 4.0 to the FDS. When a player is shadow muted, he is muted but his chat and radio commands still show up for only him. In essence the player doesn't know whether he's muted unless he checks if his chat shows up via IRC. Note that the player can still send private messages because 4.0's chat hook doesn't check private chat (Dragonade's chat hook actually does catch private chat AFAIK).

This plugin works the same way as Whitedragon's Dragonade's built-in mute system and I got the code and idea from him.

SHADOWMUTE <PLAYERID> - Shadow mutes a player.

UNSHADOWMUTE <PLAYERID> - Un-shadow mutes a player.

To install place 'ShadowMute.dll' inside your root FDS folder and add an entry for it under [Plugins] in SSGM.ini.

You can contact me under the nick 'iRANian' on renegadeforums.com

File Attachments

1) [ShadowMute SSGM 4.0 Plugin.zip](#), downloaded 263 times
