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Subject: [SSGM 4.0 Plugin] Mute v2  
Posted by [Xpert](#) on Fri, 06 Jul 2012 10:49:38 GMT  
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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

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- 1) [SSGM4.0\\_Mute\\_Plugin\\_v2.rar](#), downloaded 344 times
  - 2) [Mute.dll](#), downloaded 279 times
- 

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Subject: Re: [SSGM 4.0 Plugin] Mute v2  
Posted by [reborn](#) on Fri, 06 Jul 2012 10:55:57 GMT  
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Excellent release!

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Subject: Re: [SSGM 4.0 Plugin] Mute v2  
Posted by [iRANian](#) on Fri, 06 Jul 2012 10:58:37 GMT  
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Nice release, you could add the hook I showed you but it might crash with future versions of 4.0.

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Subject: Re: [SSGM 4.0 Plugin] Mute v2  
Posted by [Xpert](#) on Fri, 06 Jul 2012 11:01:08 GMT  
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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.

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Subject: Re: [SSGM 4.0 Plugin] Mute v2  
Posted by [iRANian](#) on Fri, 06 Jul 2012 15:51:03 GMT  
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fuk da police

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Subject: Re: [SSGM 4.0 Plugin] Mute v2  
Posted by [Sean](#) on Fri, 06 Jul 2012 15:52:28 GMT  
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Thanks.

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Subject: Re: [SSGM 4.0 Plugin] Mute v2  
Posted by [Xpert](#) on Sat, 28 Jul 2012 04:13:53 GMT  
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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.

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Subject: Re: [SSGM 4.0 Plugin] Mute v2

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

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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

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@Xpert, nice.

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Subject: Re: [SSGM 4.0 Plugin] Mute v2

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

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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.

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Subject: Re: [SSGM 4.0 Plugin] Mute v2

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

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You need to give me credit you noob

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Subject: Re: [SSGM 4.0 Plugin] Mute v2

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

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Credit to Iran for privatechathook.

There.

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Subject: Re: [SSGM 4.0 Plugin] Mute v2

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

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

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Subject: Re: [SSGM 4.0 Plugin] Mute v2  
Posted by [Lazy5686](#) on Sun, 25 Aug 2013 17:05:16 GMT  
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