# 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

- 1) SSGM4.0\_Mute\_Plugin\_v2.rar, downloaded 253 times
- 2) Mute.dll, downloaded 198 times