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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 298 times
- 2) [Mute.dll](#), downloaded 238 times

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