
Subject: Re: [SSGM 4.2.4/4.3/4.4/4.5 | DA 1.8.1/1.9/1.92 Plugin]
PrivateChatHookPlugin
Posted by [Gen_Blacky](#) on Sat, 28 Oct 2017 07:41:29 GMT
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For those that use brenbot here is a support plugin. I made sure it was compatible with brenbot 1.53.

Throw this in the brenbot plugins folder. And use !plugin_load PrivateChatHookPlugin in the admin channel.

Used to only log private messages that mods have a reason to monitor.

This plugin will remember players added with the !pch command and stores them in a database. Matches name or ip on join.

Outputs private messages to irc admin channel or private channel.

Usage !pch <command> <player> | ALL, ADD, REMOVE, DEL, LIST

Command ALL capture renlog output of PCHALL

Command ADD add ingame player to database and use PCHADD

Command REMOVE del ingame player from database and use PCREMOVE

Command DEL is used to delete a player from the database.

Command LIST is used to list everyone in the database

Intended to be used with LogEveryone off.

[PrivateChatHookPlugin]

ShowPrivateChatInConsole=0

LogEveryone=0

ChatEventAddress=0

ChatHookEventVectorAddress=0

VanillaHasPrivateChatCheck=0

@Neijwiert

It would be better if you sent the player id instead of the object id in the CHAT gamelog. At least the way that brenbot 1.53 works, If the bot started while the server is running the bot will not know about an existing player object id until they die.

File Attachments

1) [PrivateChatHookBrenbotPlugin.zip](#), downloaded 407 times
