
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 175 times

Subject: Re: [SSGM 4.0 Plugin] ShadowMute
Posted by [Xpert](#) on Wed, 31 Jul 2013 10:32:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Imfao

Subject: Re: [SSGM 4.0 Plugin] ShadowMute
Posted by [ehhh](#) on Wed, 31 Jul 2013 11:07:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

its awful, when i used to get muted on rc all the time, i didnt know why i was muted or if i was muted

I had to do !vp every 3 minutes to see if i was muted or not

Subject: Re: [SSGM 4.0 Plugin] ShadowMute
Posted by [iRANian](#) on Wed, 31 Jul 2013 16:58:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah it's pretty funny and passive aggressive. I'm amazed it's the default muting logic for Dragonade.

Subject: Re: [SSGM 4.0 Plugin] ShadowMute
Posted by [Lazy5686](#) on Thu, 01 Aug 2013 22:38:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

rambo6 is going to love this.
