
Subject: Chat Mute?

Posted by [UnitXc](#) on Sat, 26 Oct 2013 23:37:20 GMT

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Is it possible to create a mute command that mutes only a players ability to type ingame but leaves their ability to use voice commands?

Subject: Re: Chat Mute?

Posted by [Xpert](#) on Sun, 27 Oct 2013 06:34:20 GMT

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Possible but why would you want to shun them from chatting but allow them the ability to freely use radio commands.

Subject: Re: Chat Mute?

Posted by [cAmpa](#) on Sun, 27 Oct 2013 10:01:24 GMT

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You could set the sound function in front of the filter.

```
Chat_Hook() {  
    Sound_Commands();  
    Mute_Function();  
}
```

He would be able to spam sounds without you can see it ingame now.

Or you do it like this with a few edits in sound function.

```
Chat_Hook() {  
    bool isSoundCommand = Sound_Commands();  
    if (isSoundCommand == false)  
        Mute_Function();  
}
```

```
bool Sound_Commands()  
{  
    ...  
    if (SoundCommandFound)  
    {  
        return true;  
    }  
    return false;  
}
```

Subject: Re: Chat Mute?

Posted by [Xpert](#) on Sun, 27 Oct 2013 11:58:54 GMT

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He's talking about radio commands and not other sounds.

Posting code isn't going to help him either. He doesn't even code. He was asking this question due to an incident that occurred with him in Jelly.

Subject: Re: Chat Mute?

Posted by [cAmpa](#) on Sun, 27 Oct 2013 19:22:18 GMT

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Sorry i thought this is the mod forum.

Subject: Re: Chat Mute?

Posted by [Ethenal](#) on Sun, 27 Oct 2013 20:06:45 GMT

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XD

Subject: Re: Chat Mute?

Posted by [reborn](#) on Sun, 27 Oct 2013 20:15:15 GMT

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UnitXc wrote on Sat, 26 October 2013 19:37: Is it possible to create a mute command that mutes only a player's ability to type in-game but leaves their ability to use voice commands?

Yes it is possible, is it required?

In fact, you don't actually have to write any code at all, you can just delete this:

```
if(MutedPlayers[PlayerID] == false)
{
    return true;
}
else
{
    return false; //Keep this line only
}
```

from the existing mute plug-in, and then compile it.

From this hook, not the chat hook:

virtual bool OnRadioCommand(int PlayerType, int PlayerID, int AnnouncementID, int IconID, AnnouncementEnum AnnouncementType)

Subject: Re: Chat Mute?

Posted by [UnitXc](#) on Mon, 28 Oct 2013 23:57:25 GMT

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Xpert wrote on Sun, 27 October 2013 04:58He was asking this question due to an incident that occurred with him in Jelly.

thats actually not 100% correct, but rather Ive asked this before and was told its impossible, the reason I asked many MANY months ago is because I knew that the incident in jelly would happen at some point, because I feel extreme hatred for many of the lifeforms that play the game still.

being chat only muted would bring me MUCH relief while still enabling me to communicate in a limited but wholly legitimate renegade fashion.
