Subject: Re: k wtf commands half way work now??
Posted by Ethenal on Sun, 10 Jun 2012 09:29:03 GMT
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Beta 1 Code:

```
virtual bool OnChat(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
{
 if(MutedPlayers[PlayerID] == false)
 {
  return true;
 }
 else
 {
  return false;
 }
}
```

Beta 5 Code:

```
virtual bool OnChat(int PlayerID,TextMessageEnum Type,const wchar_t *Message,int recieverID)
{
 if(MutedPlayers[PlayerID] == false)
 {
  return true;
 }
 else
 {
  return false;
 }
}
```

Comparison of the mute chat hook from TT's beta 1 and beta 5. I even included the links to the source code zip for you.

Oh, strange... they seem to be identical.