

Simple Chat Episode 4  
Adding word censor

New objects to add to frame  
List box – name list censor  
IMPORTANT: uncheck 1 based index property

**Event line 24**

Comment: Episode 4

---

**Change Event line 11:**

Add never event to top of condition stack

---

**Event 22:**

Player: On message

+

P\_OnMessage\_GetSubchannel( "MooClick" )=0

**Actions:**

```
[String Parser]>set source string> PCU_GetName$( "MooClick" )+"."+P_OnMessage_GetText$( "MooClick" )  
[Special Conditions]>fast loops>start loop>"censor word" List Nb Lines( "List censor" )
```

---

**Event 23:**

On loop "censor word"

**Actions:**

```
[Rich edit object]>flags>set on>"0"  
[String Parser]>Set source string>replace$( "String Parser", List Line Text$( "List censor", LoopIndex("censor word")), " !! Censor !! ")
```

---

**Event 24:**

Rich Edit object: internal flag 0 is on

**Actions:**

```
[Rich Edit object]>flags>set off>"0"  
[Rich Edit object]>set text>NewLine$string$( "String Parser" )
```