Subject: Re: LuaPlugin
Posted by Whitedragon on Mon, 02 Jul 2007 05:52:33 GMT
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RenLUA had a scripting interface where you could make renegade style scripts similar to the C++ scripts.

You'd make a file <Preset>.lua and then that would be attached to all objects of that preset. You could also use a function to attach differently named scripts to objects.

File Attachments
1) CnC_GDI_Harvester.lua, downloaded 115 times