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Subject: Re: problem with lua scripts

Posted by [reborn](#) on Sat, 28 Nov 2009 08:58:42 GMT

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I don't know anything about LUA or the LUA plugin, either. However, I spotted this line 'local pos = Get\_Position(Get\_GameObj(pID))' and I am curious as to why it is needed. I am looking at the code like it was any other OOP code and cannot see a reason for it.

Also, that first blood code to me looks not so nice. As far as I can tell it writes to disk to store information.

Surely it should use the level\_loaded event to set a variable to false or something. It seems a strange way to work.

Sorry I cannot answer your questions.

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