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Subject: Lua Plugin..

Posted by [DarkOrbit](#) on Wed, 16 Dec 2009 02:12:17 GMT

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Hey, I was just wondering if the Lua Plugin would be compatible with the TT patch, or if a new one was going to be made for the TT patch. I know this probably doesn't effect most servers, because all the modded ones use C++.. but Cloud C&C does use lua plugin to function.

I am concerned because i read that the TT patch would replace SSGM, and the lua plugin is a plugin for SSGM. Dcom productions website is shutdown i think, and the last i checked with Daniel he said he MIGHT make a plugin for the TT patch. I just kinda want more info on this since i spent alot of time and effort into it and i would hate for it all to not work anymore because of this patch.

Any info you can give would be great, I know it would probably be up to Daniel but i was wondering if there was any other way to implement this plugin to work with TT patch.

Thanks for your time!

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