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Subject: Re: Hey its me again with a questions to bear!!??Maybe i will get answers?  
Posted by [iRANian](#) on Sat, 09 Jul 2011 14:38:42 GMT

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Extending the SSGM plugin with lua\_register() to add new LUA functions that call LUA wrappers for scripts.dll API functions, e.g.:

```
lua_register(L, "Console_Input", Lua_Console_Input);
```

```
int Lua_Console_Input(lua_State *L)
{
    const char *x = luaL_checkstring(L, 1);
    if(x)
    {
        Console_Input(x);
    }
    return 0;
}
```

Then you can call Console\_Input like any other LUA function.

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