
Subject: Re: Lua Question

Posted by [halo2pac](#) on Sat, 03 Mar 2012 20:22:26 GMT

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Gen_Blacky wrote on Sat, 03 March 2012 03:23sla.ro(master) wrote on Sat, 03 March 2012 01:09@iran and halo2pac: he talks about Lua, not C++.....

you can just use `Change_Character(obj, char)` when you a player have 50 kills or whatever (use `Get_Kills(playerID)`). If your using TT, use `LuaTT` and there is a Kill hook. look on examples.

check here for functions

you can do everything they said with lua.
