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Subject: [SSGM 4.1 Plugin] LuaTT 2 (LuaJIT Update)  
Posted by [sla.ro\(master\)](#) on Wed, 24 Sep 2014 16:53:19 GMT  
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After about few months of testing, LuaTT 2 with LuaJIT is finally ready for a release.

I've opened a bitbucket page (with wiki and issues tracker) for LuaTT.

Download, read wiki and more here, you can also contribute!

Fully compatible with latest TT 4.1 and latest DA (tested).

Here are few new changes in LuaTT 2:

LuaJIT  
SQLite (LuaSQLite is now supported)  
Added Clear\_Weapons  
Added Set\_Is\_Visible  
Added Set\_Map  
Added Get\_Current\_Map\_Index  
Added Get\_Client\_Revision  
Added Set\_Damage\_Points  
Added Set\_Death\_Points  
Added Damage\_Objects\_Half  
Added Get\_Death\_Points  
Added Get\_Damage\_Points  
Added Kill\_Occupants  
Added Damage\_All\_Objects\_Area  
Added Damage\_All\_Vehicles\_Area  
Added Damage\_All\_Buildings\_By\_Team  
Added Set\_Info\_Texture  
Added Clear\_Info\_Texture  
Added Set\_Naval\_Vehicle\_Limit  
Added Get\_Naval\_Vehicle\_Limit  
Added Send\_Message\_Player  
Added Load\_New\_HUD\_INI  
Added Change\_Radar\_Map  
Added Set\_Currently\_Building  
Added Is\_Currently\_Building  
Added Set\_Fog\_Color  
Added Display\_Security\_Dialog  
Added Do\_Objectives\_Dlg  
Added Set\_Player\_Limit  
Added Get\_Player\_Limit  
Added Set\_GDI\_Soldier\_Name  
Added Set\_Nod\_Soldier\_Name

Added Set\_Moon\_Is\_Earth  
Added Get\_Revision  
Added Can\_Team\_Build\_Vehicle  
Added Find\_Naval\_Factory  
Added Vehicle\_Preset\_Is\_Air  
Added Vehicle\_Preset\_Is\_Naval  
Added Busy\_Preset\_By\_Name  
Added Hide\_Preset\_By\_Name  
Added Attach\_Script\_Occupants  
Added Create\_Lua\_Thread  
Added Restart\_Lua  
Added Get\_Lua\_Thread\_By\_Name

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