
Subject: LuaPlugin

Posted by [jnz](#) on Mon, 02 Jul 2007 04:43:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://forums.dcomproductions.net/viewtopic.php?f=14&t=7>

Subject: Re: LuaPlugin

Posted by [Whitedragon](#) on Mon, 02 Jul 2007 05:05:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good job. You compiled it with the 2.0 Beta 2 source though, so anyone running the public versions will get a warning when they load it. Recompile it with the 2.0.1 source. Might want to include some instructions on how to install it too.

Subject: Re: LuaPlugin

Posted by [Whitedragon](#) on Mon, 02 Jul 2007 05:39:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmm, it doesn't seem to support scripts like RenLUA. Why is that?

Subject: Re: LuaPlugin

Posted by [jnz](#) on Mon, 02 Jul 2007 05:42:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

What scripts?

EDIT: yes just realized about the version, i'll update that.

Subject: Re: LuaPlugin

Posted by [Whitedragon](#) on Mon, 02 Jul 2007 05:52:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

RenLUA had a scripting interface where you could make renegade style scripts similar to the C++ scripts.

You'd make a file <Preset>.lua and then that would be attached to all objects of that preset. You could also use a function to attach differently named scripts to objects.

[File Attachments](#)

1) [CnC_GDI_Harvester.lua](#), downloaded 194 times

Subject: Re: LuaPlugin

Posted by [jnz](#) on Mon, 02 Jul 2007 06:48:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, this was going to be in a later release. I wasn't doing anything with it so i thought i may as well release it.

Subject: Re: LuaPlugin

Posted by [HORQWER](#) on Mon, 02 Jul 2007 20:07:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

what s luaplugin

what does it work

what ist for

how d i make it work

pleasehelp

Subject: Re: LuaPlugin

Posted by [Dave Anderson](#) on Mon, 02 Jul 2007 20:19:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

You won't get support here. You need to register and ask support questions on our forums.

Subject: Re: LuaPlugin

Posted by [Genesis2001](#) on Mon, 02 Jul 2007 20:50:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

What Dan's done is awesome. I've been busy this morning porting my regulator over to Dan's Lua Plugin.

-MathK1LL

P.S.

To get more information, visit DCOM Productions .NET forums.

Subject: Re: LuaPlugin

Posted by [wittebolx](#) on Wed, 04 Jul 2007 12:06:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

what are the presets that can be used in the luaplugin.lua ?

my leveledit crashes each time when the presets are loading, so i cant see which presets i can use.

is there a list somewhere or can someone help me with the leveledit, i've tried anything, but no success.

and BTW the LUA plugin is great!!

Subject: Re: LuaPlugin

Posted by [HORQWER](#) on Wed, 04 Jul 2007 14:07:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

if u have cnc TFD u should see this tutorial <http://renhelp.net/index.php?load=7>
it could help u

Subject: Re: LuaPlugin

Posted by [Ryu](#) on Wed, 04 Jul 2007 17:49:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

wittebolx wrote on Wed, 04 July 2007 07:06 what are the presets that can be used in the luaplugin.lua ?

my leveledit crashes each time when the presets are loading, so i cant see which presets i can use.

is there a list somewhere or can someone help me with the leveledit, i've tried anything, but no success.

and BTW the LUA plugin is great!!

AFAIK the LuaPlugin shouldn't make LevelEdit crash - That's something you've done in LevelEdit.

Subject: Re: LuaPlugin

Posted by [jnz](#) on Wed, 04 Jul 2007 17:55:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

He not talking about the plugin crashing LE.

Subject: Re: LuaPlugin

Posted by [Ryu](#) on Wed, 04 Jul 2007 18:26:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Alex wises the Edit Button stayed there longer.

Alex feels he got owned.

Subject: Re: LuaPlugin

Posted by [jnz](#) on Wed, 04 Jul 2007 18:45:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Don't worry about it, simple mistake.

Subject: Re: LuaPlugin

Posted by [wittebolx](#) on Wed, 04 Jul 2007 22:25:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

the biggest problems are solved, im using the XCC mix editor and i loaded the always.dat so i still can see some of the preset names.

but thx for the help guys,

btw check out the server
wittebolx c&c mode
a0000000u

Subject: Re: LuaPlugin

Posted by [Genesis2001](#) on Thu, 05 Jul 2007 03:40:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

wittebolx wrote on Wed, 04 July 2007 06:06what are the presets that can be used in the luaplugin.lua ?

presets.cfg from BRenBot. It contains a list of all the different presets in Renegade. There may be some that aren't in there, so just look in Leveledit (pray it doesn't crash on you xD)

-MathK1LL

File Attachments

1) [presets.cfg](#), downloaded 206 times

Subject: Re: LuaPlugin

Posted by [Sn1per74*](#) on Fri, 06 Jul 2007 02:01:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have no idea how to use this. What files do I edit to do what?

Subject: Re: LuaPlugin

Posted by [Dave Anderson](#) on Fri, 06 Jul 2007 02:06:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Like I said, you will not get support here. Register and post on our forums.

Subject: Re: LuaPlugin

Posted by [Sn1per74*](#) on Fri, 06 Jul 2007 02:13:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Posted.

Subject: Re: LuaPlugin

Posted by [Whitedragon](#) on Fri, 06 Jul 2007 02:37:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Suggestion: Make your example !build commands use Purchase_Item instead of Get_Money/Set_Money.

if Purchase_Item(Get_GameObj(pID),<cost>) then

Subject: Re: LuaPlugin

Posted by [AcBfrost](#) on Fri, 06 Jul 2007 03:20:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

wittebolx wrote on Wed, 04 July 2007 18:25the biggest problems are solved, im using the XCC mix editor and i loaded the always.dat so i still can see some of the preset names.

but thx for the help guys,

btw check out the server
wittebolx c&c mode
a0000000u

SO YOUR THE ONE WHO STOLE OUR BOUGHT SERVER HOSTNAME! we tried for hours, our old hostname was a with 7 zeros and u at the end, and we have had it for a loooonnnnnnggg time till now.

Subject: Re: LuaPlugin
Posted by [jnz](#) on Fri, 06 Jul 2007 03:23:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

good idea, I'll put that in the next release.

planned for the next release:

- 1) finish the chat hook, so you can return 0 to stop the message. (note, i may not be able to do this without overwriting SSGM's chat hook)
- 2) purchase hooks
- 3) Multiple Lua file loading
- 4) FDS Commands
- 5) You can make your own scripts (EG: to use with Attach_Script()).
- 6) Fix the dam bug that stops you from seeing the Lua compilation error.
- 7) Fix the SSGM warning.

Subject: Re: LuaPlugin
Posted by [AoBfrost](#) on Fri, 06 Jul 2007 05:05:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

SO rash, if i want to make a crate what scripts would I use then? I understand making a vehicle or object spawn, but what about character changing and such?

Subject: Re: LuaPlugin
Posted by [Goztow](#) on Fri, 06 Jul 2007 08:56:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you can make a post explaining in understandable English what this is and what it does, then feel free to post it for rencom
(http://www.renegadeforums.com/index.php?t=post&frm_id=45&rid=8). Ignore the error when u sent the news post.

Subject: Re: LuaPlugin
Posted by [AoBfrost](#) on Fri, 06 Jul 2007 16:23:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Who me? or rahsambo?

if your talking to him, all it does is allow you to mod scripts.dll without editing it, it's just a plugin it loads, then the plugin loads a .lua file with the scripting inside.

Subject: Re: LuaPlugin
Posted by [Sir Kane](#) on Fri, 06 Jul 2007 16:25:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

You.

Subject: Re: LuaPlugin
Posted by [jnz](#) on Fri, 06 Jul 2007 16:28:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

Subject: Re: LuaPlugin
Posted by [AoBfrost](#) on Fri, 06 Jul 2007 16:30:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Meh sometimes when i reread my own sentences I notice they dont make much sense lol.
