
Subject: Kamuix Game Mod Help
Posted by [ATdelta](#) on Mon, 30 Jul 2007 13:46:12 GMT
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I need assistance I wanted for our clan a server Site Mod to build am he so built be which one towers and walls to build can for example. ! build turret! build barrier like I can stop in the editor then if I COMMANDs entered then the wall or the tower come.

Subject: Re: Kamuix Game Mod Help
Posted by [SWNight](#) on Mon, 30 Jul 2007 18:12:16 GMT
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Try learning Lua, then use SSGM to run your plugin:
<http://forums.dcomproductions.net/viewforum.php?f=14>

Subject: Re: Kamuix Game Mod Help
Posted by [Genesis2001](#) on Mon, 30 Jul 2007 22:58:39 GMT
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Yup, atm, I'm the defacto 'certified' Lua instructor >.<

Dan seems to have been caught up by WoW. (Again, to my knowledge.)

-MathK1LL

Subject: Re: Kamuix Game Mod Help
Posted by [Sn1per74*](#) on Tue, 31 Jul 2007 01:37:34 GMT
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I think C++ is easier actually.
You can do a lot more too.

Subject: Re: Kamuix Game Mod Help
Posted by [Ryu](#) on Tue, 31 Jul 2007 03:54:03 GMT
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MathK1LL wrote on Mon, 30 July 2007 18:58Yup, atm, I'm the defacto 'certified' Lua instructor >.<

Dan seems to have been caught up by WoW. (Again, to my knowledge.)

-MathK1LL

Oh boy, Dan lives 3 hours away from me, I shall pay him a visit and brake his WoW disk(s).

Subject: Re: Kamuix Game Mod Help

Posted by [Genesis2001](#) on Tue, 31 Jul 2007 05:19:52 GMT

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Ryu wrote on Mon, 30 July 2007 21:54MathK1LL wrote on Mon, 30 July 2007 18:58Yup, atm, I'm the defacto 'certified' Lua instructor >.<

Dan seems to have been caught up by WoW. (Again, to my knowledge.)

-MathK1LL

Oh boy, Dan lives 3 hours away from me, I shall pay him a visit and break his WoW disk(s).

Actually, You've probably already this at DCOM...But, I'll reiterate it here...

Dan actually has a worm on his computer >.< he hasn't been on lately because he's been busy trying to recover what he is going to lose. (I assume he's talking about a re-format. :/)

-MathK1LL

P.S. Spelling errors corrected xD

Subject: Re: Kamuix Game Mod Help

Posted by [Ryu](#) on Tue, 31 Jul 2007 05:38:34 GMT

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Thanks - 5 Hours of MGS for the PSX really gets you tired.

Oh man.. a worm you say?.. that's bad.. :'(
