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Subject: Lua in a pkg  
Posted by [Veyrdite](#) on Fri, 28 Sep 2007 06:30:22 GMT  
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How can I setup a lua script to work within a PKG/no fds with the file? Is it possible?  
I am thinking of learning the language but I probably won't if I have to host an FDS for it. Would if I knew how to set an FDS up.

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Subject: Re: Lua in a pkg  
Posted by [Gen\\_Blacky](#) on Fri, 28 Sep 2007 06:57:54 GMT  
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Imao theres tut how to set up an fds

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Subject: Re: Lua in a pkg  
Posted by [Whitedragon](#) on Fri, 28 Sep 2007 09:58:35 GMT  
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That is not possible.

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Subject: Re: Lua in a pkg  
Posted by [mrÅ£ÅŞÄ·z](#) on Fri, 28 Sep 2007 10:30:48 GMT  
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why u like make a pkg?

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Subject: Re: Lua in a pkg  
Posted by [Veyrdite](#) on Fri, 28 Sep 2007 22:26:27 GMT  
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A pkg can be distributed as a single file and people don't have to have an FDS to use the Lua functions in it.

Going to search forums for FDS install tut. Last time I tried I had to reinstall Westwood Online Components as it stuffed them up.

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Subject: Re: Lua in a pkg  
Posted by [Veyrdite](#) on Fri, 28 Sep 2007 22:34:14 GMT  
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Game-Maps is down, I keep getting the bandwidth reached error.  
Where else can I download the FDS?

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Subject: Re: Lua in a pkg  
Posted by [zillia](#) on Fri, 28 Sep 2007 23:09:56 GMT  
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Try here: <ftp://ftp.westwood.com/pub/renegade/dedicatedserver/>

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Subject: Re: Lua in a pkg  
Posted by [Veyrdite](#) on Fri, 28 Sep 2007 23:31:27 GMT  
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thnx

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Subject: Re: Lua in a pkg  
Posted by [Genesis2001](#) on Sat, 29 Sep 2007 00:49:04 GMT  
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Whitedragon wrote on Fri, 28 September 2007 03:58 That is not possible.

~MathK1LL

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