
Subject: How Do I Set Up Lua V3

Posted by [cpjok](#) on Tue, 01 Apr 2008 16:20:58 GMT

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ok i had my server with it all but my pc got virus so i reformatted it and lost it im makeing it again but lua wont work

ss

File Attachments

1) [ss.JPG](#), downloaded 642 times

TIBERIUM UNIVERSE

Renegade Master Server - BZcpjok - svrcfg_cnc.ini










```
Server Side Game Manager v2.0.2 with Scripts.dll v3.4.1 loaded
Created by Black-Cell.net
RenegadeFDS DDE channel initialized
Loading level C&C_Field.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
Running in All Out War mode.
New settings detected and loaded from ssgm.ini!
The Current Map Number is 0
No players

----- Available commands -----
admin_message, allow, ban, client_physics_optimization, cmsg, cmsgp
cmsgt, disarm, disarmb, disarmp, donate, edit_vehicle, eject, extras
game_info, gameover, getbw, icon, icon2, id, kick, map, mapch
mapnum, maxplimitd, message, mined, mlimit, mlimitd, mlist, mlistc
mod, musica, musicp, net_update_rate, nomusica, nomusicp, page
pamsg, pinfo, player_info, plimit, plimitd, ppage, quit, quit_slave
radar, restart, rlmon, rlmonoff, screen_uv_bias, set_bw_budget_out
setbw, snd3da, snd3dp, snd3dt, snda, sndp, sndt, song, sversion
team, team2, time, timed, timel, timedl, tmsg, toggle_sorting
tpage, version, vlimit, vlimitd, win
The Version of bhs.dll on this machine is 3.400000
Host: <CloudyServ>: Mine limit has been set to 35.
```

Other Places

- Desktop
- My Documents
- Shared Documents
- My Computer
- My Network Places

Details

-  Rocket Buggy
gmax scene
273 KB
-  Scripts.dll
-  Spy Commands
Text Document
5 KB
-  SSGM_2.0.2_Base_Defence_P...
4,774 KB
-  WOLSPYBuild22
-  Rocket_Buggy
26 KB
-  server
Configuration Settings
8 KB
-  SSGM 2.0.2 WFDS
3,193 KB
-  W3DImporter
162 KB