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Subject: LUA Question

Posted by [hego64](#) on Tue, 21 Jun 2011 19:02:05 GMT

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Ok so I was browsing some older posts here, and found some lua stuff. One thing was cPlayer(PlayerID). How can I make this work? I fiddled with it and it only resulted in a headache. I couldn't get anything to work, and would like some help with this.

Thanks,  
Hego64

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Subject: Re: LUA Question

Posted by [halo2pac](#) on Tue, 21 Jun 2011 21:59:49 GMT

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<http://www.dcomproductions.com/forums/>  
will be back up in a week most likely. They are the original LUA forums.

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Subject: Re: LUA Question

Posted by [iRANian](#) on Tue, 21 Jun 2011 22:16:17 GMT

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From my testing with cPlayer using the C++ API directly half of the stuff doesn't work.

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Subject: Re: LUA Question

Posted by [Gen\\_Blacky](#) on Wed, 22 Jun 2011 00:15:54 GMT

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iRANian wrote on Tue, 21 June 2011 15:16 From my testing with cPlayer using the C++ API directly half of the stuff doesn't work.

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Subject: Re: LUA Question

Posted by [sla.ro\(master\)](#) on Sat, 25 Jun 2011 09:54:59 GMT

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i talked with jnz about this some months ago, it works on Lua 5 but not all stuff work, eg. changing player name not work correctly, the new name is displayed on other players only if they rejoin the server.

cPlayer is a table, you need to see the changelist to know what call from table to do to get info.

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Subject: Re: LUA Question

Posted by [iRANian](#) on Sat, 25 Jun 2011 11:14:24 GMT

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I've had the same experience with changing names with the C++ API so the LUA part is working correctly.

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