Subject: Lua hooks help
Posted by hego64 on Fri, 24 Jun 2011 19:13:02 GMT
View Forum Message <> Reply to Message

Is it possible to have something like a die hook? What I want is for a bunch of players to be in spectate mode. When a player not in spectate mode dies, he/she turns into a spectator and someone else in spectate mode dies and spawns to take their place. I'm not sure how to do this, or if it is even possible. Any help would be appreciated

Thanks,
Hego64

Subject: Re: Lua hooks help
Posted by iRANian on Fri, 24 Jun 2011 20:00:44 GMT
View Forum Message <> Reply to Message

I'm not familiar with the LUA plugin but if you do it via C++ you can create and attach a script and in the ::Killed() event do that kind of stuff. Does the LUA plugin allow you to create scripts?

Oh and in the A Path Beyond Gamma mod (which includes a build of scripts 4.0) there's an issue with using the normal spectate code, if you put someone in spectate in that mod, players will see the name tag of the player in spectate floating around where the player is located. So when scripts 4.0/TT patch gets released in the future, Renegade players will probably also be able to see the name tag of the guy in spectate.

Subject: Re: Lua hooks help
Posted by sla.ro(master) on Sat, 25 Jun 2011 09:52:12 GMT
View Forum Message <> Reply to Message

iRANian wrote on Fri, 24 June 2011 23:00I'm not familiar with the LUA plugin but if you do it via C++ you can create and attach a script and in the ::Killed() event do that kind of stuff. Does the LUA plugin allow you to create scripts?

Oh and in the A Path Beyond Gamma mod (which includes a build of scripts 4.0) there's an issue with using the normal spectate code, if you put someone in spectate in that mod, players will see the name tag of the player in spectate floating around where the player is located. So when scripts 4.0/TT patch gets released in the future, Renegade players will probably also be able to see the name tag of the guy in spectate.

Lua 4/5 supports Scripts, you can attach a script to all Players and use killed hook call from the script, is easy and yes you can see spectate on 4.0, i tested it on mutant co-op and i saw one of mods flying around me, lol

---

Subject: Re: Lua hooks help
Posted by hego64 on Sat, 25 Jun 2011 16:25:26 GMT
View Forum Message <> Reply to Message

Can you give me an example of how to write this in Lua then? I don't know how to make a kill hook, so that when someone dies, a spectator is killed and spawns. I also need to know how to make it so that when people join, all but 2 people are sent to spectate mode. Help!

Thanks,
Hego64

Subject: Re: Lua hooks help
Posted by sla.ro(master) on Mon, 27 Jun 2011 07:23:09 GMT
View Forum Message <> Reply to Message

i can't atm , i'm very busy with TTW, Sla Lua IRC Bot, Lua SSGM ,lol

try contact jnz, he will help ya