

---

Subject: [SSGM 4.0 Plugin] LuaTT

Posted by [sla.ro\(master\)](#) on Sun, 25 Sep 2011 09:50:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

LuaTT is a port of Lua V4 with some V5 functions on SSGM 4. LuaTT is fast, small and powerfull. You can use it on your server today, is very easy to port your scripts to LuaTT (read 'readme.txt' for more info about porting V4/V5 to LuaTT)

We are running LuaTT on our servers for some time and they are working fine.

Wiki Site

Forums

Created by jnz and sla.ro

Thanks jonwil and psufan

Have Fun and report bugs here!

changes list here

download link for 1.1

Updated to BETA 3

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT

Posted by [sla.ro\(master\)](#) on Thu, 29 Sep 2011 07:10:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

We opened a IRC Channel at irc.sla-company.net #LuaTT for LuaTT Plugin, you can join it today with mIRC or any other chat client. thanks.

LuaTT 1.1 coming soon..

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT

Posted by [sla.ro\(master\)](#) on Sun, 09 Oct 2011 10:49:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

LuaTT 1.1 released

Download Link

Quote:1.1 (released) - 09.10.11

Added a new function Get\_Client\_Serial\_Hash(PlayerID) -- return player's serial hash

Added a new function Create\_Explosion(ExplosionName, Vector3 Position, CreatorObj) -- CreatorObj is the one who made the explosion (you can put 0)  
Added a new function Create\_Explosion\_At\_Bone(ExplosionName, obj, BoneName, CreatorObj) -- CreatorObj (you can put 0)  
Added a new function Set\_Fog\_Enable(specialbool)  
Added a new function Set\_Fog\_Range(StartDistance, EndDistance, RampTime)  
Added a new function Set\_War\_Blitz(Intensity, StartDistance, EndDistance, Heading, Distribution, RampTime)  
Added a new function Play\_Building\_Announcement(obj, TextID)  
Added a new function Shake\_Camera(Vector3 Position, Radius, Intensity, Duration)  
New Call RadioHook(PlayerType, PlayerID, AnnouncementID, IconID, AnnouncementType) -- use return 1 to enable or 0 to disable  
Added a new function Add\_RadioHook() -- enables the radio hook  
Added a new function Set\_Air\_Vehicle\_Limit(number)  
Added a new function Get\_Air\_Vehicle\_Limit() -- return air limit  
Added a new function Set\_Vehicle\_Limit(number)  
Added a new function Get\_Vehicle\_Limit() -- return veh limit  
Added a new function Force\_Camera\_Look\_Player(obj, pos)  
Added a new function Set\_Screen\_Fade\_Opacity\_Player(obj, opacity, transition\_number)  
Added a new function Set\_Screen\_Fade\_Color\_Player(obj, red\_number, green\_number, blue\_number, transition\_number)  
Added a new function Enable\_Radar\_Player(obj, specialbool)  
Added a new function Set\_Background\_Music(musicname)  
Added a new function Get\_Build\_Time\_Multiplier(team) -- return the time delay for building if base is powered or not  
Added a new function Stop\_Background\_Music\_Player(obj)  
Added a new function Change\_Time\_Remaining(time\_new)  
Added a new function Change\_Time\_Limit(time\_new)  
Added a new function Create\_3D\_WAV\_Sound\_At\_Bone(wavname, obj, bone)  
Added a new function Send\_Message(red, green, blue, msg)

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [Caveman](#) on Sun, 09 Oct 2011 10:55:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Great nice work.

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [sla.ro\(master\)](#) on Sun, 09 Oct 2011 11:43:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Caveman wrote on Sun, 09 October 2011 13:55Great nice work.

thanks

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [eatcow](#) on Fri, 28 Oct 2011 17:17:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Does this plugin need to be updated for 4.0 beta 2?

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [sla.ro\(master\)](#) on Sat, 29 Oct 2011 09:24:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yes, here is for TT Beta 2

#### File Attachments

1) [LuaTT.dll](#), downloaded 384 times

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [eatcow](#) on Sun, 30 Oct 2011 01:23:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

THANK YOU SIR!!!!!! I'm puttin er in now

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [eatcow](#) on Fri, 23 Dec 2011 08:49:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Is a release going to be made for beta 3 or are ya going to wait for 4.0 to finish beta?

not aiming to be pushy or rude. Just curious since all my server mods surrounds this plugin for the most part.

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [sla.ro\(master\)](#) on Fri, 23 Dec 2011 09:04:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

new things are added on LuaTT 1.2, maybe monday will be released.

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [sla.ro\(master\)](#) on Wed, 28 Dec 2011 11:02:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

LuaTT for Beta 3 uploaded

get it from here

will be updated on wiki too and on first message is too updated.

have fun!

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [jonwil](#) on Sat, 17 Mar 2012 10:44:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Are there any plans to release the source code for LuaTT? (Not being pushy, just curious if there is a reason why it isn't open source)

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [sla.ro\(master\)](#) on Sat, 17 Mar 2012 19:49:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yes, source code will be public with 1.2, I'm currently working on it.

---

---

Subject: Re: [SSGM 4.0 Plugin] LuaTT  
Posted by [halo2pac](#) on Mon, 19 Mar 2012 01:26:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

not to take any credit or glory away from you but I really wish Roshambo would come back and make it.

---