
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 426 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.
