Subject: For those people who don't know C++
Posted by jnz on Thu, 21 Jun 2007 17:32:21 GMT

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For those people who don't know c++, i have something comming for you. It's an SSGM plugin, that parses Lua scripting files.

This is what the Lua file looks like. If you want more events just ask.

function OnChat(pID, Type, Message)
end

function OnPlayerJoin(pID, Nick)
end

function OnPlayerLeave(pID)
end

function OnHostMessage(ID, Type, Message)
end

function OnLevelLoaded()
end

function OnLevelEnded()
end

function OnConsoleOutput(Message)
end

function OnDDERecived(Message)
end

function OnObjectCreate(Object)
end

function OnObjectCreate(Object)
end

function <preset>_OnCreated(Object)
end

function <preset>_OnDestroyed(Object)
end

function <preset>_OnKilled(Object, shooter)
end

```
function <preset>_OnDamaged(Object, shooter, amount)
end

function <preset>_OnDTimer_Expired(Object)
end

function <preset>_OnEntered(Object)
end

function <preset>_OnExit(Object)
end
```

for the last part, repace <preset> with a valid preset and it will act like a script. You have access to ALL the engine calls too. It will also have purchase hooks, but they are not done right now.

For those who don't know what Lua is, http://www.google.co.uk should help you. Lua is a scripting language, it's syntax seems to be a hybrid of VB, C++ and BASIC. It is very easy to learn and is very powerful (for a scripting language).

I am announcing this early, to get some ideas. So if you want something to go into this, post in this thread. I will consider all, and will do what i can. (return 0 from the chat function to stop the messages going to the clients.