Subject: Re: For those people who don't know C++
Posted by jnz on Thu, 21 Jun 2007 18:10:52 GMT

All it is a plain text file, too. So no compilers, just wordpad or a text editor of your choice.   There a few things you wouldn't be able to do with this that you can do by editing the scripts.dll source. Most things, though are easy. It wont use the GameObject *, it just uses the object ID.

I don't know how powerful Lua is exactly, but i think you can do a lot of things with it. I think you can even mess with Winsock, File IO, stuff like that. I only really found out about Lua today so i haven't learned it yet.