
Subject: Re: LuaPlugin

Posted by [Whitedragon](#) on Mon, 02 Jul 2007 05:52:33 GMT

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

RenLua had a scripting interface where you could make renegade style scripts similar to the C++ scripts.

You'd make a file <Preset>.lua and then that would be attached to all objects of that preset. You could also use a function to attach differently named scripts to objects.

File Attachments

1) [CnC_GDI_Harvester.lua](#), downloaded 226 times
