
Subject: Re: LuaPlugin

Posted by [jnz](#) on Fri, 06 Jul 2007 03:23:13 GMT

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good idea, I'll put that in the next release.

planned for the next release:

- 1) finish the chat hook, so you can return 0 to stop the message. (note, i may not be able to do this without overwriting SSGM's chat hook)
 - 2) purchase hooks
 - 3) Multiple Lua file loading
 - 4) FDS Commands
 - 5) You can make your own scripts (EG: to use with Attach_Script()).
 - 6) Fix the dam bug that stops you from seeing the Lua compilation error.
 - 7) Fix the SSGM warning.
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