Subject: Re: LUA V3 Errors. Please help->
Posted by bat66wat6 on Wed, 30 Jan 2008 16:05:26 GMT

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Okay. So i followed all of you guys advice.

 I removed loads of ends leaving every command ending with just 1 end instead of

```
    end
  end
end
```

Now, i still have a problem though. The SS explains its current problems. One error says it wants an extra end at the end of a command sequence.
  But if you look carefully it is saying all other sorts of crap like. Failed to load plugin "C:\Westwood\RenegadeFDs\Server\LuaPlugins" accesss denied!

I mean wtf? Access denied. Its all in the same directory.
 What's going on guys?

Please, take a close look at each of the FDS's errors in the SS and try to tell me why it has that problem.
 Cus im at a total loss.

File Attachments
1) FDS .lua loadup problems.JPG, downloaded 95 times

```
IK  Renegade Master Server - a00000btw - svrcfg_cnc.ini                 _  ☐  ✕

Loaded script: test_lua_script
cannot read C:\Westwood\RenegadeFDS\Server\LuaPlugins\.: Permission denied
Failed to load plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\.
cannot read C:\Westwood\RenegadeFDS\Server\LuaPlugins\..: Permission denied
Failed to load plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\..
C:\Westwood\RenegadeFDS\Server\LuaPlugins\Characters.lua:24: `end' expected (to
close `if' at line 17) near `<eof>'
Failed to load plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Characters.lua
C:\Westwood\RenegadeFDS\Server\LuaPlugins\Weapons.lua:173: `end' expected (to cl
ose `if' at line 129) near `<eof>'
Failed to load plugin: C:\Westwood\RenegadeFDS\Server\LuaPlugins\Weapons.lua
Loading level C&C_Field.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
Running in All Out War mode.
New settings detected and loaded from ssgm.ini!
Westwood Online mode active since 30/01/2008 - 15:54:02
Gameplay in progress
     Map : C&C_Field.mix
    Time : 2.09.10
     Fps : 60
     GDI : 0/1 players       0 points
     NOD : 0/1 players       0 points

>_
```