

---

Subject: Re: LUA V3 Errors. Please help->  
Posted by [bat66wat6](#) on Fri, 01 Feb 2008 19:38:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I really really hate doing this guys.

Lua isn't a fun thing to try and help someone with.

Its long, there is alot of room for error and can be a total waste of your time that could be spent better.

I also know this is the wrong place to post my problems to do with lua.

I dont wanna cause to much trouble. lua is p\*\*sing me of, error after error after error. All i want is for it to work once. Just once, one self made command that grants me a weapon or extra health or even spawn a vehicle just to work as i intend it to. But since first getting this program 2 months before christmas before 2007 christmas

So, yet again. I have reinstalled the program. Removed the stupid Examplescripts and ExamplePlugin.lua files.

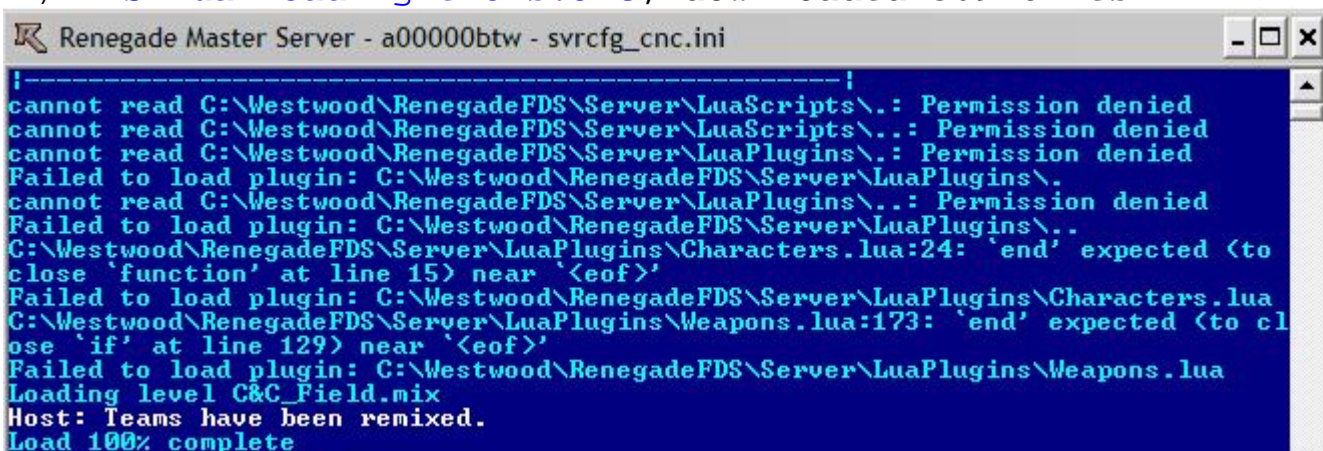
Put in my 2 self-made .lua files, Characters.lua and Weapons.lua.

There are no Sub folders withing the LuaPlugins & LuaScripts folders.

SS attached.->

## File Attachments

1) [FDS lua loading erors.JPG](#), downloaded 369 times



```
!
cannot read C:\Westwood\RenegadeFDS\Server\LuaScripts\.: Permission denied
cannot read C:\Westwood\RenegadeFDS\Server\LuaScripts\.: Permission denied
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 'function' at line 15) 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
```