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Subject: Re: Server.dat patch

Posted by [PsuFan](#) on Fri, 11 Feb 2011 23:44:55 GMT

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snazy2000 wrote on Fri, 11 February 2011 12:08 Try and convert your LUA to c++??

It would be easier to just copy the c++ prejoin to luaplugin c++ and call lua, if I knew how, rather than relearning c++ and converting thousands of lines of code. It's not worth it. That method won't work 100% anyway, the server won't be able to reload the game while the player is in the game channel pushing the star button to join the game. They will most likely need to rejoin or load the level twice. Maybe I need a client connector to start the server before joining.

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