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Subject: Re: Lua hooks help

Posted by [iRANian](#) on Fri, 24 Jun 2011 20:00:44 GMT

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I'm not familiar with the LUA plugin but if you do it via C++ you can create and attach a script and in the ::Killed() event do that kind of stuff. Does the LUA plugin allow you to create scripts?

Oh and in the A Path Beyond Gamma mod (which includes a build of scripts 4.0) there's an issue with using the normal spectate code, if you put someone in spectate in that mod, players will see the name tag of the player in spectate floating around where the player is located. So when scripts 4.0/TT patch gets released in the future, Renegade players will probably also be able to see the name tag of the guy in spectate.

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