Subject: Re: Lua hooks help
Posted by sla.ro(master) on Sat, 25 Jun 2011 09:52:12 GMT

View Forum Message <> Reply to Message

iRANian wrote on Fri, 24 June 2011 23:00I'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.

Lua 4/5 supports Scripts, you can attach a script to all Players and use killed hook call from the
script, is easy and yes you can see spectate on 4.0, i tested it on mutant co-op and i saw one of
mods flying around me, lol