
Subject: [SSGM Plugin 4.0] LuaTT 1.2

Posted by [sla.ro\(master\)](#) on Thu, 05 Apr 2012 08:06:07 GMT

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After many testings 24/7 on our servers, here is the latest LuaTT 1.2 (by jnz, ported by me). I hope you enjoy this release and have fun, also the source code is included so you can see, learn and modify it, if you want to use it on something, please credit jnz (if you want, me too).

Special thanks

ExEric3 for hosting, helping, supporting me on development, etc

jonwil for codding help and fixing LuaTT to work nice.

StealthEye for codding help and fixing LuaTT too.

XiiXeno for testing it and suggestions

Our players for playing and testing the stability of LuaTT

All who supports LuaTT

server owners who are using Lua

to all peoples who made possible Lua

and Jnz for his great work on Lua for SSGM 2.02

Download

Source link.

Binary Link

LuaTT examples (scripts/hooks) -- you should download it, to see newest hooks

Work on TT final

The LuaTT Wiki (functions/examples and other) is here

How to install

Copy LuaTT.dll on your main FDS folder, add it to ssgm.ini at Plugins section.

Create a folder (if isn't) called LuaPlugins in main FDS Folder, there your scripts goes

Please look on LuaTT examples for hooks examples and on wiki for functions.

IMPORTANT CHANGES

All functions who are returning 0 or 1 (aka specialbool) will return bool (true or false).

Is_WOL_User(nickname) is not yet tested. If doesn't work please tell us.

Thanks. Don't forget to report any bugs here or forums

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