
Subject: Re: [SSGM Plugin 4.0] LuaTT 1.2
Posted by [sla.ro\(master\)](#) on Sun, 31 Mar 2013 08:46:33 GMT
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bump. LuaTT compiled for final (my fault, i though we still use RC2, lol)

Few changes:

Get_All_Buildings() -- return a table of buildings objects that are ingame

Get_All_Vehicles() -- return a table of vehicles objects that are ingame

Get_All_Players() -- return a table of players who are online ingame

HideTexture(pID) -- hides an applied hud texture to player (require player to use TT)

ShowTexture(pID, image_filename) -- shows a hud texture (using scope logic) to a player
(require player to use TT)

Is_WOL_User(name) -- return true if player is on WOL or false if player is on GSA/LAN

all those were tested and still tested on our servers. If you find any bug, report it so i can fix it, there is a bug that we couldn't fix, is a bug on close, make FDS crash when close, this happens if you have more than one script registred with Lua.
