
Subject: Re: LuaTT

Posted by [Dev*](#) on Sun, 31 Mar 2013 19:50:27 GMT

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If the problem is that LuaTT wont run. Then you forgot to add it under plugins in the SSGM.ini or w/e the file is called.

Example

```
[Plugins]
00=BanSystem.dll
01=Mute.dll
```

Above is probably what you have.

Make it like this.

```
[Plugins]
00=BanSystem.dll
01=Mute.dll
02=LuaTT.dll
```

Make sure LuaTT.dll is in the root of your server folder.
