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Subject: [SSGM Plugin]LuaPlugin V4  
Posted by [jnz](#) on Wed, 14 Jan 2009 23:46:34 GMT  
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"Daniel" After a long wait, I'm proud to release the LuaPlugin V4 (0.4.0)!

It has the same functions as V3, and I have also added a few. I have revamped the socket handler and added OnThink().

There is a new crash handler, this should handle any and all Lua errors and report them to the console.

So, new socket functions.

Socket = Client(Host, Port) --Connect to a host with port  
Socket = Server(IP, Port) --Start listening on a port for client  
Socket = Accept(Socket) --Accept a client (only works if Server was used)

String = Recv(Socket) --Receive data from a Socket  
Send(Socket, String) --Send data to a Socket

Number = DataAvaliable(Socket) --Is there data available for Recv? Returns 0 if there is  
Number = ClientAcaliable(Socket) --Is there a client waiting to be Accepted? Returns 0 if there is  
Disconnect(Socket) --Forces the Socket to disconnect and cleans it up.

There is a new SLNode table which is demonstrated in Example\_SLNode.lua

Installation is simple: Just unzip the contents of "Server Files" into your server's folder and edit SSGM.ini to load LuaPlugin.dll as an SSGM plugin.

<http://www.dcomproductions.com/downloads/luaplugin/>

Do not just run the example files.

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Subject: Re: [SSGM Plugin]LuaPlugin V4  
Posted by [slosha](#) on Thu, 15 Jan 2009 03:31:03 GMT  
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and this would be?

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Subject: Re: [SSGM Plugin]LuaPlugin V4  
Posted by [Gen\\_Blacky](#) on Thu, 15 Jan 2009 04:13:22 GMT

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good job 3.0 kept crashing on my server this one doesn't.

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Subject: Re: [SSGM Plugin]LuaPlugin V4  
Posted by [Ethenal](#) on Thu, 15 Jan 2009 05:17:54 GMT

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An SSGM plugin that implements the LUA language in Renegade, duh.

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Subject: Re: [SSGM Plugin]LuaPlugin V4  
Posted by [reborn](#) on Fri, 16 Jan 2009 01:05:07 GMT

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Pretty awesome really, winsock for renegade server owners in a neat little plug-in that allows you to write it in LUA.

People could use this for allot of stuff, automated uploading of log files, doing away with log files and having it done via thread to a bot using TCP.

People need to see and realise the potential of this plug-in.

Awesome.

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Subject: Re: [SSGM Plugin]LuaPlugin V4  
Posted by [jnz](#) on Fri, 16 Jan 2009 13:02:04 GMT

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I've updated the download to include an IRC client with a simple command.

The command lets you execute any Lua statment from IRC, without reloading or changing any files.

```
!lua Console_Input("msg hello world!")
```

for example.

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Subject: Re: [SSGM Plugin]LuaPlugin V4  
Posted by [cpjok](#) on Fri, 24 Apr 2009 12:03:52 GMT

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ok any other place to get Lua V4 from as the link provided dont work gose to a error page

Server Error in '/' Application.

Parser Error

Description: An error occurred during the parsing of a resource required to service this request. Please review the following specific parse error details and modify your source file appropriately.

Parser Error Message: The file '~/masterpage.master' does not exist.

Source Error:

Line 1: <%@ Page Title="Lua Plugin" Language="C#" MasterPageFile="~/masterpage.master" AutoEventWireup="true" CodeFile="default.aspx.cs" Inherits="Default2" %>

Line 2:

Line 3: <asp:Content ID="Content1" ContentPlaceHolderID="head" Runat="Server">

Source File: /downloads/luaplugin/default.aspx Line: 1

Version Information: Microsoft .NET Framework Version:2.0.50727.1434; ASP.NET Version:2.0.50727.1434

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Subject: Re: [SSGM Plugin]LuaPlugin V4  
Posted by [jnz](#) on Fri, 24 Apr 2009 16:40:01 GMT  
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<http://www.dcomproductions.com/downloads/luaplugin/luaplugin-4.0.zip>

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