
Subject: LuaTT

Posted by [Comp_uter15776](#) on Sat, 30 Mar 2013 21:27:45 GMT

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Hey all,

Long time no see ^.^ I've decided to go back to Ren to just do some coding and playing around with the FDS, I've missed its customizability so much. However, upon setting up the server, I noticed that TT has progressed to RC2. I then noticed that LuaTT's last update was for Beta 5. Does anyone have an idea if a LuaPlugin will be created/updated for this version of TT server?

Sla.ro, if you're reading, please update it! There is a void that was filled when you initially made it - it'd be a pleasure to be able to use Lua again.

Here's what my FDS is outputting so far:

<http://prntscr.com/yhrz4>

Unfortunately it's been so long I cannot remember whether LuaTT displays a load message or not. Anything to shed light on the whole matter would be greatly appreciated!

Regards, Comp_uter15776

P.S. Sorry if I posted in the wrong section... I figured this would be best but who knows ^.^

Subject: Re: LuaTT

Posted by [danpaul88](#) on Sat, 30 Mar 2013 21:52:54 GMT

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TT is past RC2, it's actually had a final release of 4.0 now. I don't know if the LUA thing will ever be updated though, or if the existing one might work...

Subject: Re: LuaTT

Posted by [Comp_uter15776](#) on Sat, 30 Mar 2013 22:15:51 GMT

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Well, I've tried the existing LuaPlugin (LuaTT ver 1.2) to no avail :/

In fact, I can't get any Lua plugin to work with any SSGM/server... the old versions say "can't find file/dir" *some random characters* "LuaPlugins" *more random characters*, and the new versions don't appear at all ;_;

I do hope at least someone ports the code! someone!

random character example <http://prntscr.com/yi16i>

Subject: Re: LuaTT

Posted by [sla.ro\(master\)](#) on Sun, 31 Mar 2013 08:42:01 GMT

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the current LuaTT should work fine with RC2, but i uploaded the RC2 build of LuaTT (source and binary).

You can see the functions on our wiki here

If you have suggestions, contact me with a pm here at forums or on our irc.

Source link.

Binary Link (is what you need for FDS)

Thanks.

Subject: Re: LuaTT

Posted by [Comp_uter15776](#) on Sun, 31 Mar 2013 08:47:23 GMT

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Thanks a bunch sla.ro.

However, it should work fine with TT servers, if what you say is true, but I don't have any working, "clean" TT servers. All I get is "set working folder and try again" if I try put a new server up... I had a couple of older TT servers which I think may have been from the beta 3 days, but they don't even register the dll, of any type (LuaPlugin/LuaTT).

If anyone knows how to rectify that "set working folder" issue, I'd be extremely thankful!

Regards, Comp_uter15776

Edit: This is what I've been getting for any TT server: <http://prntscr.com/ykeu0>

Subject: Re: LuaTT

Posted by [sla.ro\(master\)](#) on Sun, 31 Mar 2013 18:31:33 GMT

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I'm not sure, but probably something is missing that TT needs, try ask some TT developer.

Subject: Re: LuaTT
Posted by [Dev*](#) on Sun, 31 Mar 2013 18:58:25 GMT
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Make sure always.dat is in the data folder.
This does not come with a Tiberian Tech Server. You must overwrite an FDS with the TT Server.

Subject: Re: LuaTT
Posted by [Comp_uter15776](#) on Sun, 31 Mar 2013 19:31:18 GMT
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Ah excellent!

Now it's back to sq. 1 I'm afraid :/

This is what I'm seeing with LuaTT RC2, TT serv RC2 patched ontop of a clean RenFDS install.
Server.ini settings were only modified to include nickname, password, serial.

Anyone have any idea whether this photo is displaying the correct info or not?
<http://prntscr.com/ymbdx>

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.

Subject: Re: LuaTT

Posted by [Comp_uter15776](#) on Sun, 31 Mar 2013 19:51:33 GMT

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Oops, forgot to mention: <http://prntscr.com/ymfa6>

I changed it to that too. Still a no-show? :s

Subject: Re: LuaTT

Posted by [Dev*](#) on Sun, 31 Mar 2013 19:54:01 GMT

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You put it under [ListofPresets]. It is supposed to go under [Plugins].

Subject: Re: LuaTT

Posted by [Comp_uter15776](#) on Sun, 31 Mar 2013 19:56:40 GMT

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AWH HELL NO

Thanks man, case solved.

Double Edit:

Found solution to random letter crap. I needed to create the folder too.

Thanks again to everyone! ^^

Subject: Re: LuaTT

Posted by [Dev*](#) on Sun, 31 Mar 2013 19:59:36 GMT

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Yeah, Lua files go into the LuaPlugins folder that should be located at the root of the server directory.

If you have any Lua Requests you can find me @ slairc.

Subject: Re: LuaTT

Posted by [Comp_uter15776](#) on Sun, 31 Mar 2013 20:04:50 GMT

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Ah thanks, I'll definitely get in touch should I need more help!

Regards, Comp_uter15776
