
Subject: [SSGM 4.1 Plugin] LuaTT 2 (LuaJIT Update)
Posted by [sla.ro\(master\)](#) on Wed, 24 Sep 2014 16:53:19 GMT
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After about few months of testing, LuaTT 2 with LuaJIT is finally ready for a release.

I've opened a bitbucket page (with wiki and issues tracker) for LuaTT.

Download, read wiki and more here, you can also contribute!

Fully compatible with latest TT 4.1 and latest DA (tested).

Here are few new changes in LuaTT 2:

LuaJIT

SQLite (LuaSQLite is now supported)

Added Clear_Weapons

Added Set_Is_Visible

Added Set_Map

Added Get_Current_Map_Index

Added Get_Client_Revision

Added Set_Damage_Points

Added Set_Death_Points

Added Damage_Objects_Half

Added Get_Death_Points

Added Get_Damage_Points

Added Kill_Occupants

Added Damage_All_Objects_Area

Added Damage_All_Vehicles_Area

Added Damage_All_Buildings_By_Team

Added Set_Info_Texture

Added Clear_Info_Texture

Added Set_Naval_Vehicle_Limit

Added Get_Naval_Vehicle_Limit

Added Send_Message_Player

Added Load_New_HUD_INI

Added Change_Radar_Map

Added Set_Currently_Building

Added Is_Currently_Building

Added Set_Fog_Color

Added Display_Security_Dialog

Added Do_Objectives_Dlg

Added Set_Player_Limit

Added Get_Player_Limit

Added Set_GDI_Soldier_Name

Added Set_Nod_Soldier_Name

Added Set_Moon_Is_Earth
Added Get_Revision
Added Can_Team_Build_Vehicle
Added Find_Naval_Factory
Added Vehicle_Preset_Is_Air
Added Vehicle_Preset_Is_Naval
Added Busy_Preset_By_Name
Added Hide_Preset_By_Name
Added Attach_Script_Occupants
Added Create_Lua_Thread
Added Restart_Lua
Added Get_Lua_Thread_By_Name

Subject: Re: [SSGM 4.1 Plugin] LuaTT 2 (LuaJIT Update)
Posted by [reborn](#) on Fri, 26 Sep 2014 07:26:22 GMT
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That's a really great effort man, welldone!

Subject: Re: [SSGM 4.1 Plugin] LuaTT 2 (LuaJIT Update)
Posted by [iRANian](#) on Thu, 09 Oct 2014 14:48:50 GMT
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Pretty cool stuff there!
