good idea, I'll put that in the next release.
planned for the next release:
1) finish the chat hook, so you can return 0 to stop the message. (note, i may not be able to do this without overwriting SSGM's chat hook)
2) purchase hooks
3) Multiple Lua file loading
4) FDS Commands
5) You can make your own scripts (EG: to use with Attach_Script().
6) Fix the dam bug that stops you from seeing the Lua compilation error.
7) Fix the SSGM warning.