LuaTT 1.1 released

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Quote:1.1 (released) - 09.10.11
Added a new function Get_Client_Serial_Hash(PlayerID) -- return player's serial hash
Added a new function Create_Explosion(ExplosionName, Vector3 Position, CreatorObj) --
CreatorObj is the one who made the explosion (you can put 0)
Added a new function Create_Explosion_At_Bone(ExplosionName, obj, BoneName, CreatorObj)
-- CreatorObj (you can put 0)
Added a new function Set_Fog_Enable(specialbool)
Added a new function Set_Fog_Range(StartDistance, EndDistance, RampTime)
Added a new function Set_War_Blitz(Intensity, StartDistance, EndDistance, Heading,
Distrubution, RampTime)
Added a new function Play_Building_Announcement(obj, TextID)
Added a new function Shake_Camera(Vector3 Position, Radius, Intensity, Duration)
New Call RadioHook(PlayerType, PlayerID, AnnouncementID, IconID, AnnouncementType) -- use
return 1 to enable or 0 to disable
Added a new function Add_RadioHook() -- enables the radio hook
Added a new function Set_Air_Vehicle_Limit(number)
Added a new function Get_Air_Vehicle_Limit() -- return air limit
Added a new function Set_Vehicle_Limit(number)
Added a new function Get_Vehicle_Limit() -- return veh limit
Added a new function Force_Camera_Look_Player(obj, pos)
Added a new function Set_Screen_Fade_Opacity_Player(obj, opacity, transition_number)
Added a new function Set_Screen_Fade_Color_Player(obj, red_number, green_number,
blue_number, transition_number)
Added a new function Enable_Radar_Player(obj, specialbool)
Added a new function Set_Background_Music(musicname)
Added a new function Get_Build_Time_Multiplier(team) -- return the time delay for building if base
is powered or not
Added a new function Stop_Background_Music_Player(obj)
Added a new function Change_Time_Remaining(time_new)
Added a new function Change_Time_Limit(time_new)
Added a new function Create_3D_WAV_Sound_At_Bone(wavname, obj, bone)
Added a new function Send_Message(red, green, blue, msg)