Subject: Lua Plugin..
Posted by DarkOrbit on Wed, 16 Dec 2009 02:12:17 GMT
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Hey, I was just wondering if the Lua Plugin would be complatible with the TT patch, or if a new one was going to be made for the TT patch. I know this probably doesn't effect most servers, because all the modded ones use C++.. but Cloud C&C does use lua plugin to function.

I am concerned because i read that the TT patch would replace SSGM, and the lua plugin is a plugin for SSGM. Dcom productions website is shutdown i think, and the last i checked with Daniel he said he MIGHT make a plugin for the TT patch. I just kinda want more info on this since i spent alot of time and effort into it and i would hate for it all to not work anymore because of this patch.

Any info you can give would be great, I know it would probably be up to Daniel but i was wondering if there was any other way to implement this plugin to work with TT patch.

Thanks for your time!

Subject: Re: Lua Plugin..
Posted by ExEric3 on Wed, 16 Dec 2009 07:14:51 GMT
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Its not only about Lua plugin but about all SSGM plugins.

Subject: Re: Lua Plugin..
Posted by EvilWhiteDragon on Wed, 16 Dec 2009 09:49:25 GMT
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Well, obviously we're not on purpose disabling plug-ins but we surely cannot guarantee anything on compatibility. Something that will be changed for sure for example is the bot-fds communication, it will most likely use a TCP connection between the bot and the server which will allow two way communication. Therefore it will also function as a renrem replacement.

As you can see, we're adding and changing features and functions, so even if we keep the plug-in interface as-is, it could be that plug-ins wont work simply because the function they used got removed/changed/replaced.

Subject: Re: Lua Plugin..
Posted by reborn on Wed, 16 Dec 2009 13:22:05 GMT
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The plug-in's would need to be re-written, that's if the new TT Game Manager supports plug-in's.

However, most of the plug-in's that have been released also include the source code, so it should be possible to do it without lots and lots of effort.

Subject: Re: Lua Plugin..
Posted by DarkOrbit on Thu, 17 Dec 2009 03:28:12 GMT
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do you know if lua plugin specifically would be able to be edited without much effort? I'm not very experienced so i wouldn't have the faintest idea where to start.

Thanks for the help everyone.

Subject: Re: Lua Plugin..
Posted by Sladewill on Thu, 17 Dec 2009 12:31:10 GMT
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Should consider learning to code properly with C++, plus you dont need to worry daniel from dcomproductions.com is going to update lua for one last time to be compatible with TT

Subject: Re: Lua Plugin..
Posted by reborn on Thu, 17 Dec 2009 12:46:48 GMT
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Sladewill wrote on Thu, 17 December 2009 07:31Should consider learning to code properly with C++, plus you dont need to worry daniel from dcomproductions.com is going to update lua for one last time to be compatible with lua

He's updating lua to be compatible with lua? I know Dan is amazing, but hell, I didn't know he was THAT awesome!

Subject: Re: Lua Plugin..
Posted by CarrierII on Thu, 17 Dec 2009 17:19:08 GMT
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That's mean Reborn, funny, but mean.

Subject: Re: Lua Plugin..
Posted by Sladewill on Thu, 17 Dec 2009 20:28:02 GMT
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ups my bad

Subject: Re: Lua Plugin..
Posted by DarkOrbit on Sat, 19 Dec 2009 01:22:00 GMT
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Yeah, i probably could learn to code "properly" in C++, but i already have like 5000 lines in Lua..

I really don't wanna change all of it.

Thanks for the info guys.