Subject: [SSGM 4.0 Plugin] LuaTT
Posted by sla.ro(master) on Sun, 25 Sep 2011 09:50:20 GMT
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 LuaTT is a port of Lua V4 with some V5 functions on SSGM 4. LuaTT is fast, small and powerfull. You can use it on your server today, is very easy to port your scripts to LuaTT (read 'readme.txt' for more info about porting V4/V5 to LuaTT)
 We are running LuaTT on our servers for some time and they are working fine.

Wiki Site
Forums

Created by jnz and sla.ro
Thanks jonwil and psufan

Have Fun and report bugs here!

changes list here

download link for 1.1

Updated to BETA 3

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by sla.ro(master) on Thu, 29 Sep 2011 07:10:37 GMT
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We opened a IRC Channel at irc.sla-company.net #LuaTT for LuaTT Plugin, you can join it today with mIRC or any other chat client. thanks.

LuaTT 1.1 coming soon..

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by sla.ro(master) on Sun, 09 Oct 2011 10:49:22 GMT
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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)

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by Caveman on Sun, 09 Oct 2011 10:55:28 GMT
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Great nice work.

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by sla.ro(master) on Sun, 09 Oct 2011 11:43:57 GMT
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Caveman wrote on Sun, 09 October 2011 13:55Great nice work.

thanks

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by eatcow on Fri, 28 Oct 2011 17:17:45 GMT
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Does this plugin need to be updated for 4.0 beta 2?

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by sla.ro(master) on Sat, 29 Oct 2011 09:24:17 GMT
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yes, here is for TT Beta 2

File Attachments
1) LuaTT.dll, downloaded 432 times

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by eatcow on Sun, 30 Oct 2011 01:23:13 GMT
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THANK YOU SIR!!!!! I'm puttin er in now

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by eatcow on Fri, 23 Dec 2011 08:49:20 GMT
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Is a release going to be made for beta 3 or are ya going to wait for 4.0 to finish beta?

not aiming to be pushy or rude. Just curious since all my server mods surrounds this plugin for the
most part.

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by sla.ro(master) on Fri, 23 Dec 2011 09:04:54 GMT
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new things are added on LuaTT 1.2, maybe monday will be released.

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by sla.ro(master) on Wed, 28 Dec 2011 11:02:38 GMT
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LuaTT for Beta 3 uploaded

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get it from here

will be updated on wiki too and on first message is too updated.

have fun!

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by jonwil on Sat, 17 Mar 2012 10:44:31 GMT
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Are there any plans to release the source code for LuaTT? (Not being pushy, just curious if there is a reason why it isn't open source)

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by sla.ro(master) on Sat, 17 Mar 2012 19:49:02 GMT
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yes, source code will be public with 1.2, I'm currently working on it.

Subject: Re: [SSGM 4.0 Plugin] LuaTT
Posted by halo2pac on Mon, 19 Mar 2012 01:26:56 GMT
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not to take any credit or glory away from you but I really wish Roshambo would come back and make it.