
Subject: [SSGM Plugin 4.0] LuaTT 1.2

Posted by [sla.ro\(master\)](#) on Thu, 05 Apr 2012 08:06:07 GMT

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After many testings 24/7 on our servers, here is the latest LuaTT 1.2 (by jnz, ported by me). I hope you enjoy this release and have fun, also the source code is included so you can see, learn and modify it, if you want to use it on something, please credit jnz (if you want, me too).

Special thanks

ExEric3 for hosting, helping, supporting me on development, etc

jonwil for codding help and fixing LuaTT to work nice.

StealthEye for codding help and fixing LuaTT too.

XiiXeno for testing it and suggestions

Our players for playing and testing the stability of LuaTT

All who supports LuaTT

server owners who are using Lua

to all peoples who made possible Lua

and Jnz for his great work on Lua for SSGM 2.02

Download

Source link.

Binary Link

LuaTT examples (scripts/hooks) -- you should download it, to see newest hooks

Work on TT final

The LuaTT Wiki (functions/examples and other) is here

How to install

Copy LuaTT.dll on your main FDS folder, add it to ssgm.ini at Plugins section.

Create a folder (if isn't) called LuaPlugins in main FDS Folder, there your scripts goes

Please look on LuaTT examples for hooks examples and on wiki for functions.

IMPORTANT CHANGES

All functions who are returning 0 or 1 (aka specialbool) will return bool (true or false).

Is_WOL_User(nickname) is not yet tested. If doesn't work please tell us.

Thanks. Don't forget to report any bugs here or forums

(Lua Logo © 1998 Lua.org. Original Graphic design by Alexandre Nakonechnyj - edited for LuaTT)

Subject: Re: [SSGM Plugin 4.0] LuaTT 1.2

Posted by [sla.ro\(master\)](#) on Sun, 17 Jun 2012 07:38:26 GMT

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when site is back, this will be updated with binary and source code. Thanks to all who tested it. if site won't be back soon, i will try upload it somewhere else.

ps: wiki needs update.

Thanks.

Subject: Re: [SSGM Plugin 4.0] LuaTT 1.2
Posted by [Distrbd21](#) on Sun, 17 Jun 2012 22:41:25 GMT

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When will the beta 5 one be ready?

Subject: Re: [SSGM Plugin 4.0] LuaTT 1.2
Posted by [Ani](#) on Mon, 18 Jun 2012 00:45:32 GMT

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He has a private build sent out to a few servers for testing right now... I'm sure he'll release it whenever he feels it's ready.

Subject: Re: [SSGM Plugin 4.0] LuaTT 1.2
Posted by [ExEric3](#) on Mon, 18 Jun 2012 06:01:27 GMT

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DistrbdSt0rm21 wrote on Mon, 18 June 2012 00:41When will the beta 5 one be ready?

When I will install new dedi box. So in next days I hope.

Subject: Re: [SSGM Plugin 4.0] LuaTT 1.2
Posted by [Distrbd21](#) on Mon, 18 Jun 2012 21:39:12 GMT

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ExEric3 wrote on Mon, 18 June 2012 01:01DistrbdSt0rm21 wrote on Mon, 18 June 2012 00:41When will the beta 5 one be ready?

When I will install new dedi box. So in next days I hope.

LOL I just got mine up ;p

Subject: Re: [SSGM Plugin 4.0] LuaTT 1.2
Posted by [sla.ro\(master\)](#) on Tue, 19 Jun 2012 16:37:27 GMT
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because LuaTT is small, is now hosted on dropbox.

but i still don't know about Is_WOL_User(nickname)
i need someone to test that. thanks.

Subject: Re: [SSGM Plugin 4.0] LuaTT 1.2
Posted by [sla.ro\(master\)](#) on Sun, 31 Mar 2013 08:46:33 GMT
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bump. LuaTT compiled for final (my fault, i though we still use RC2, lol)

Few changes:

Get_All_Buildings() -- return a table of buildings objects that are ingame
Get_All_Vehicles() -- return a table of vehicles objects that are ingame
Get_All_Players() -- return a table of players who are online ingame
HideTexture(pID) -- hides an applied hud texture to player (require player to use TT)
ShowTexture(pID, image_filename) -- shows a hud texture (using scope logic) to a player
(require player to use TT)
Is_WOL_User(name) -- return true if player is on WOL or false if player is on GSA/LAN

all those were tested and still tested on our servers. If you find any bug, report it so i can fix it,
there is a bug that we couldn't fix, is a bug on close, make FDS crash when close, this happens if
you have more than one script registered with Lua.

Subject: Re: [SSGM Plugin 4.0] LuaTT 1.2
Posted by [jonwil](#) on Sun, 31 Mar 2013 09:06:01 GMT
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Is this not compiled for 4.0 final?

Subject: Re: [SSGM Plugin 4.0] LuaTT 1.2
Posted by [Comp_uter15776](#) on Sun, 31 Mar 2013 19:33:36 GMT
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My apologies, I was under the impression TT was classed as RC2 release rather than final ^^ I've
been having.... issues, which sla.ro has been helpfully attempting to solve with me
