"Daniel"After a long wait, I'm proud to release the LuaPlugin V4 (0.4.0)!

It has the same functions as V3, and I have also added a few. I have revamped the socket handler and added OnThink().

There is a new crash handler, this should handle any and all Lua errors and report them to the console.

So, new socket functions.

Socket = Client(Host, Port) --Connect to a host with port
Socket = Server(IP, Port) --Start listening on a port for client
Socket = Accept(Socket) --Accept a client (only works if Server was used)

String = Recv(Socket) --Receive data from a Socket
Send(Socket, String) --Send data to a Socket

Number = DataAvaliable(Socket) --Is there data available for Recv? Returns 0 if there is
Number = ClientAcaliable(Socket) --Is there a client waiting to be Accepted? Returns 0 if there is
Disconnect(Socket) --Forces the Socket to disconnect and cleans it up.

There is a new SLNode table which is demonstrated in Example_SLNode.lua

Installation is simple: Just unzip the contents of "Server Files" into your server's folder and edit
SSGM.ini to load LuaPlugin.dll as an SSGM plugin.

http://www.dcomproductions.com/downloads/luaplugin/

Do not just run the example files.