
Subject: Re: setting luaplugin

Posted by [spy1233211](#) on Sun, 10 Jan 2010 15:17:02 GMT

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ty for helping

File Attachments

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```
Renegade Master Server - [redacted] - svrcfg_cnc.ini
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Server Side Game Manager v2.0.2 with Scripts.dll v3.4.1 loaded
Created by Black-Cell.net
RenegadeFDS DDE channel initialized
Plugin LuaPlugin.dll(LuaPlugin) v4.0 loaded
-----
: Lua 5.0 Copyright (C) 1994-2003 Tecgraf, PUC-Rio
: R. Ierusalimschy, L. H. de Figueiredo & W. Celes
: www.lua.org
: Embedded with scripts.dll by RoShamBo
: www.dcomproductions.net
-----
Loaded script: test_lua_script
Loaded plugin: C:\Westwood\RenegadeFDS2\RenegadeFDS\Server\LuaPlugins\LuaPlugin.
lua
Loading level C&C_Field.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
Running in All Out War mode.
New settings detected and loaded from ssgm.ini!
```