Subject: LuaPlugin
Posted by jnz on Fri, 06 Jul 2007 10:54:52 GMT
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The LuaPlugin is a plugin for SSGM (Server Side Game Manager). It parses a scripting file (luaplugin.lua).

It can be edited with a text editor, so you don't need to compile it (unlike C++). It is very simple to learn, with a VB style syntax. It is very fast, because it is a compile at runtime language.

What i have done in the plugin is allow the code inside scripts.dll (C++) be called from your Lua scripts. Because Lua is a language in itself, this makes the possibilities for the scripting you could do with it endless. With it, you can add your own !fly !buy !build commands and more. Not only just commands, but you can do Level Edit work in this scripting too.

It has most of the "hooks" in scripts.dll that give you information about: player join, player leave, chat message, host message, console message, level loaded, level ended and more.

Someone is already writing a whole regulator in this powerful language.

For any questions you might have, visit: http://forums.dcomproductions.net/viewforum.php?f=14
Download: http://forums.dcomproductions.net/viewtopic.php?f=14&t=7

Subject: Re: LuaPlugin
Posted by silentevil on Mon, 10 Sep 2007 15:53:15 GMT
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hey
please updatet it for the new ssgm

greatz miklo