Subject: setting luaplugin
Posted by spy1233211 on Thu, 10 Dec 2009 20:22:08 GMT
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hey could some1 tell me how to set it up for my serv? cuz i got no clue how 2 do it and if there is anything 2 put in the luaplugin sides codes

idk where 2 put it so sorry if wrong place

Subject: Re: setting luaplugin
Posted by Distrbd21 on Thu, 10 Dec 2009 22:43:42 GMT
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spy1233211 wrote on Thu, 10 December 2009 14:22hey could some1 tell me how to set it up for my serv? cuz i got no clue how 2 do it and if there is anything 2 put in the luaplugin sides codes

idk where 2 put it so sorry if wrong place

Put it in your server folder and put the plugin w/e.dll in your ssgm.ini, then load your server to see if it works.

you must have ssgm 2.0 for it to work.

Subject: Re: setting luaplugin
Posted by spy1233211 on Sat, 12 Dec 2009 17:03:19 GMT
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umm it doesnt work and it closes whenever it starts now

Subject: Re: setting luaplugin
Posted by spy1233211 on Sun, 10 Jan 2010 15:17:02 GMT
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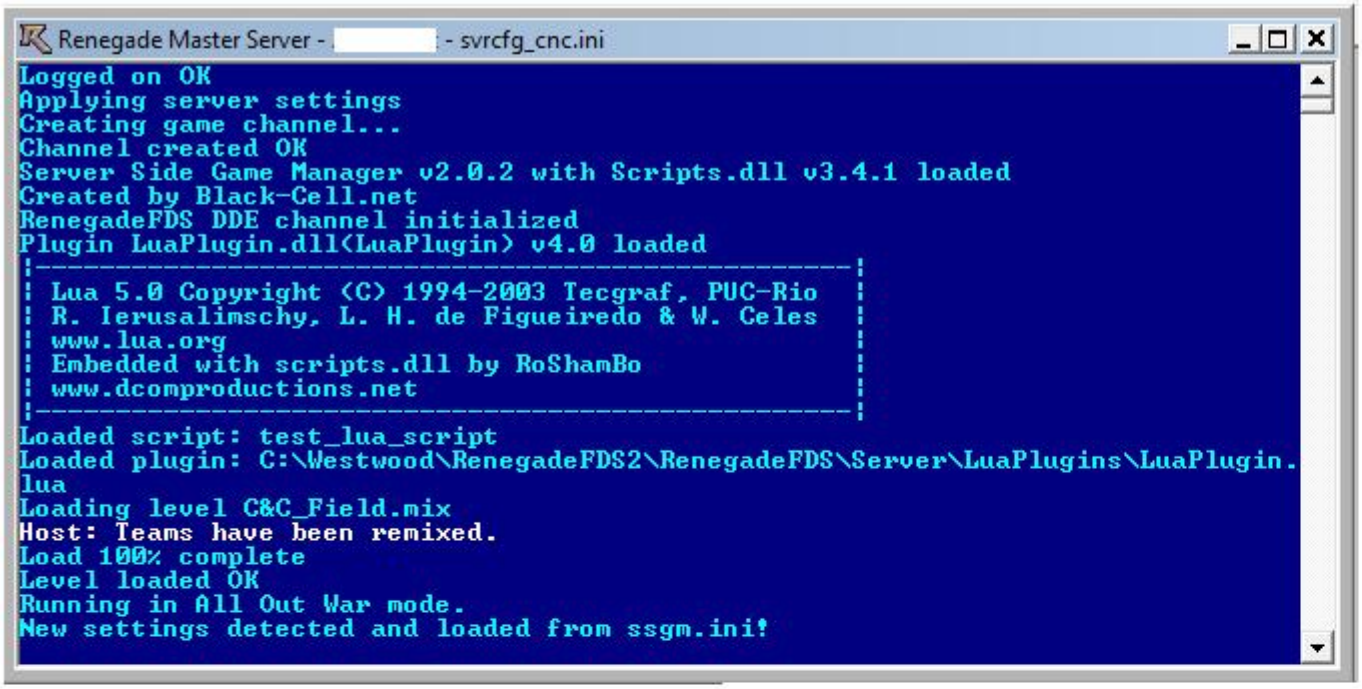
ty for helping

File Attachments
1) FDS.jpg, downloaded 519 times


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!

Subject: Re: setting luaplugin
Posted by pierpont7 on Thu, 04 Feb 2010 12:01:38 GMT
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i know right spy but i had V 5.0 and it still didn't load when i started up my FDS