

08: Character Control: Modifying Game Object MetaScripts and Lua Scripts to Pass Custom Object Data (0:40)

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here we add the run flag to the WayPoint MetaScript. We modify our lua WayPoint script to pass the flag to C++ side and modify the C++ side to receive the new flag.

[Video Doc \(You can download the video and watch at faster speeds with VLC player\)](#)



