Lua Scripting in C Game Engine Documentation

Lua Scripts:

luaGamePlayerComps –

Components:

-Transform:

\* x = Location of Player on X coordinate (Relies on Camera Bounds)

\* y = Location of Player on Y coordinate (Relies on Camera Bounds)

\* z = Location of Player on Z coordinate (Relies on Camera Bounds)

-Name:

\* nomen = Name of Player Component

-Model:

\* letter = Denotes color player will be (Only available option currently is Z)

luaGameEnemyComps –

Components:

-Transform:

\* offset = Offset to ensure enemies spawn off screen

\* zone = Denotes what Z coordinate enemy will move across

-Name:

\* nomen = Name of Enemy Component

-Model:

\* letter = Denotes color enemy will be (Available options are A,B,C)

luaGameCameraComps –

Components:

-Name: Name of Camera Component

-Angle: Camera Component

-Aspect: Aspect Ratio

-Z\_near: Camera Component

-Z\_far: Camera Component

-Left: Left bounding

-Right: Right bounding

-Top: Top bounding

-Bot: Bottom bounding

-EyePos: Eye Position

#Note: Experiment with values to get the game view and entity colors that are desired.