

ET: Legacy Development - Feature #829

Possibility to query client cvars through Lua

08.03.2015 20:40 - Dragonji

Status:	New	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:			
Category:	Mod QAGAME		
Target version:	2.78		
OS:		Arch:	

Description

Currently there's a great limitation in creating personalized Lua mods. Writing scripts that could be configured on client end (enable/disable functionality) is only possible using userinfo (by checking existing stuff or asking clients to set a cvar with setu command which is a poor method IMO). A possibility to query any client cvar value would be welcomed here.

For example, silEnT developers implemented the following function and callback:

[G_QueryClientCvar](#)
[et_CvarValue](#)

History

#1 - 30.08.2016 13:16 - Spyhawk

- Category changed from Mod generic to Mod QAGAME