

Cemu - Feature requests #369

Lua Script Support

06/12/2020 01:58 AM - MCRM

Status:	Closed	Start date:	06/12/2020
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:		GPU Vendor/Model:	
Cemu Version:			

Description

This idea stems from 2 things: Crowd Control, and Customizability. A lot of people at this point have probably heard of crowd control at this point, and if not, I will explain it in short terms. Crowd Control is a twitch API that allows the viewers to interact in the game by using bits, twitch's "currency". Depending on the game, the viewers can have a lot of things that they are able to do. For instance, in Minecraft, it's almost endless given that it's based almost entirely on in-game commands. You can give items to the player, force the player to drop their current item, clear the player's inventory, even spawn mobs on the player at any given time. The primary game I have in mind is BOTW. Crowd Control already has a couple of Zelda games on its roster, most notably A Link to The Past, which also uses a Lua script to run it. The main idea would be a script that directly interacted with the game's code, activating events, as well as spawning and taking away actors like enemies and items. Adding/Removing stamina and heart containers, removing or giving hearts or chunks of stamina, or even outright killing the player would be able to be controlled by activating events such as the event at a goddess statue when you lose spirit orbs, the event at the evil statue in Hateno that takes one to transfer to a different one, and as far as restoring hearts and stamina that's already done with food, and removing is done by making link take damage. This could obviously be used for other applications, such as local coop for some games, crowd control for more than BOTW, or even a new way to implement mods for games that are more difficult to mod. I honestly think that this would draw a whole lot of players to Cemu as far as donating money to support the team and whatnot. Just food for thought.

History

#1 - 06/12/2020 02:44 AM - Exzap

- Status changed from New to Closed

Everything you described can either be done by external tools or with game code patches (which Cemu already supports via graphic packs). There is no advantage to integrating Lua directly into the emulator.