
Subject: Re: coding

Posted by [jnz](#) on Sun, 08 Jul 2007 03:22:58 GMT

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no

EDIT:

--Written by RoShambo

--Remove credits and you will die!

--Sample plugin for you, for the commands !build tower and !build turret

--VB style language, very easy to learn!

```
function printf(...)
```

```
    io.write(string.format(unpack(arg)))
```

```
end
```

```
function InputConsole(...)
```

```
    Console_Input(string.format(unpack(arg)))
```

```
end
```

```
function OnChat(pID, Type, Message)
```

```
    if Message == "!buy arty" then
```

```
        if Purchase_Item(Get_GameObj(pID), 450) == 1 then
```

```
            local pos = Get_Position(Get_GameObj(pID))
```

```
            pos:AssignZ(pos:GetZ()+5)
```

```
            pos:AssignX(pos:GetX()+5)
```

```
            Create_Object("Nod_Mobile_Artillery_Player", pos)
```

```
        else
```

```
            InputConsole("ppage %d You don't have enough money", pID)
```

```
        end
```

```
    end
```

```
    if Message == "!fly" then
```

```
        Toggle_Fly_Mode(Get_GameObj(pID))
```

```
    end
```

```
    if Message == "!build turret" then
```

```
        local pos = Get_Position(Get_GameObj(pID))
```

```
        if Get_Team(pID) == 0 then
```

```
            if Get_Money(pID) < 600 then
```

```
                InputConsole("ppage %d You need 600 credits", pID)
```

```
            else
```

```
                turret = Create_Object("Nod_Turret_MP_Improved", pos)
```

```
                if turret == nil then
```

```
                    InputConsole("ppage %d Error creating turret", pID)
```

```
                else
```

```
                    Disable_Physical_Collisions(turret)
```

```
                    Set_Money(pID, Get_Money(pID)-600)
```

```
                end
```

```
            end
```

```
        else
```

```

    InputConsole("ppage %d You need to be on Nod", pID)
end
end
if Message == "!build tower" then
    local pos = Get_Position(Get_GameObj(pID))
    if Get_Team(pID) == 1 then
        if Get_Money(pID) < 600 then
            InputConsole("ppage %d You need 600 credits", pID)
        else
            pos:SetZ(pos:GetZ()+8)
            turret = Create_Object("GDI_Guard_Tower", pos)
            if turret == nil then
                InputConsole("ppage %d Error creating tower", pID)
            else
                Disable_Physical_Collisions(turret)
                Set_Money(pID, Get_Money(pID)-600)
            end
        end
    else
        InputConsole("ppage %d You need to be on GDI", pID)
    end
end
end

end

end

function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()

end

function OnLevelEnded()

end

```

```
function OnConsoleOutput(Message)
```

```
end
```

```
function OnDDERecived(Message)
```

```
end
```

```
function OnObjectCreate(Object)
```

```
end
```