
Subject: Re: coding
Posted by [jnz](#) on Sun, 08 Jul 2007 16:09:43 GMT
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--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
```

Object = 0

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

```

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

      function OnChat(pID, Type, Message)
if Message == "light" then
local pos = Get_Position(Get_GameObj(pID))
if Get_Team(pID) == 0 then
if Get_Money(pID) < 1 then
  InputConsole("ppage %d You need 1 credit", pID)
else
  turret = Create_Object("Spotlight", pos)
  if turret == nil then
    InputConsole("ppage %d Error creating turret", pID)
  else
    Disable_Physical_Collisions(turret)
    Set_Money(pID, Get_Money(pID)-1)
  end
end
else
  InputConsole("ppage %d You need to be on Nod", pID)
end
end
      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

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
```
