
Subject: problem with lua scripts

Posted by [Distrbd21](#) on Sat, 28 Nov 2009 08:07:06 GMT

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Ok i have 2 right now that i'm trying to get to work but when i put them on, they don't???
Do i have to have a bot running with them, for them to work?

Here they are one is !B rail the other is First Blood.

```
if Message == "!b rail" then
    if Purchase_Item(Get_GameObj(pID), 600) == 1 then
        local pos = Get_Position(Get_GameObj(pID))
        Grant_Powerup(Get_GameObj(pID), "POW_Railgun_Player")
        Grant_Powerup(Get_GameObj(pID), "CnC_POW_Ammo_ClipMax")
        InputConsole("cmsg 0,230,57 [Weap-Bot]: %s has bought a railgun.",
Get_Player_Name_By_ID(pID))
    else
        InputConsole("ppage %d You Need 600 credits to buy this.", pID)
    end
end

function Killed(ID, obj, killer)
    if ReadINI("LuaPlugins/Misc/Misc.ini", "misc", "firstblood") == "1" then
        KpID = Get_Player_ID(killer)
        DpID = Get_Player_ID(obj)
        if Is_Soldier(obj) == 1 then
            if KpID >= 1 then
                Knick = Get_Player_Name(killer)
                if KpID ~= DpID then
                    stored = ReadINI("LuaPlugins/Misc/Misc.ini", "firstblood", "kills")
                    givecash = ReadINI("LuaPlugins/Misc/Misc.ini", "firstblood", "cash")
                    kilz = stored + 1
                    if kilz == 1 then
                        InputConsole("msg ***FIRST BL00D*** | %s, Enjoy $%s for First Blood!", Knick,
givecash)
                        pcash = Get_Money(killer)
                        Set_Money(killer, pcash + givecash)
                        InputConsole("ppage %d, Enjoy $%s for First Blood!", KpID, givecash)
                        InputConsole("SNDA mxxdsgn_dsgn0059i1nemg_snd.wav")
                        WriteINI("LuaPlugins/Misc/Misc.ini", "firstblood", "kills", kilz)
                    else
                        WriteINI("LuaPlugins/Misc/Misc.ini", "firstblood", "kills", kilz)
                    end
                end
            end
        end
    end
end
end
end
end
end
```
