Subject: Re: problem with lua scripts
Posted by jnz on Sun, 29 Nov 2009 17:38:41 GMT
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Hubba wrote on Sun, 29 November 2009 16:16What version of lua do you use?

If you use version 5 you have to change all the PiD's to PlayerId

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

I don't know if the other one works. But do you have Misc.Ini file at this location
LuaPlugins/Misc/Misc.ini?

"Change all pIDs to PlayerIds"? This is not true at all, you can name the argument to any of the
event functions (OnChat OnPlayerJoin etc) whatever you like. For example:

function OnChat(theplayaidentifcationnumber, messagetype, themessage, themessagetarget)

end