Subject: Re: problem with lua scripts
Posted by Distrbd21 on Sun, 29 Nov 2009 23:02:26 GMT
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jnz wrote on Sun, 29 November 2009 11:38Hubba 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

i have tried to add that on chat thing but all it does is give me errors.