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Subject: Re: problem with lua scripts  
Posted by [Hubba](#) on Mon, 30 Nov 2009 04:48:36 GMT  
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Haha whoops sriry i dont know much about lua.

But anyways could you post your whole function?  
And do you have hooks.dll and luaplugin.dll in your servers folder?  
Have you added LuaPlugin to your ssgm file?

This should work:

```
function OnChat(PlayerId, Type, Message, Target)
```

```
    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
        end

    return 1
end
```

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