
Subject: Re: problem with lua scripts

Posted by [Distrbd21](#) on Mon, 30 Nov 2009 06:54:33 GMT

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Hubba wrote on Sun, 29 November 2009 22:48Haha whoops srly 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
```

```
return 1
```

```
end
```

SSGM has the lua plugin on it, hooks is in there, no i don't have the misc.ini stuff in there i thought it did it by it self.. i'm going to try this.

Is there anyway to keep people from buying stuff when they are not in there base?

OK so i just tested it and it worked but i had no message's, is that because i had no bot on?

Also i got these errors.

```
[Error] C:\Westwood\RenegadeFDS\Server\LuaPlugins\Rail.lua:10: attempt to call g  
lobal 'InputConsole' (a nil value)
```

```
[Error] C:\Westwood\RenegadeFDS\Server\LuaPlugins\Rail.lua:10: attempt to call g  
lobal 'InputConsole' (a nil value)
```

Distrbd21: hmm

Distrbd21 picked up a Health Crate.

```
[Error] C:\Westwood\RenegadeFDS\Server\LuaPlugins\Rail.lua:8: attempt to call gl  
obal 'InputConsole' (a nil value)
```

I got these when i was trying to buy it and when i bought it.
