Subject: Re: Another Lua question
Posted by iRANian on Fri, 01 Jul 2011 20:57:56 GMT

something like:


```
function OnObjectCreate(o) --whenever an object is created
 if Is_A_Star(o) then --check if they're a real player
  Attach_Script_Once(o, "myscript", "")
--attach myscript to them if they are

myscript = {}

function myscript:Killed(ID, obj, killer)--this function gets called whenever something this script is
attached to is killed
 print("Killed", ID, obj, killer)
end

Register_Script("myscript", "", myscript)--register our script with the engine
```

I don't really know how LUA works and how the LUA plugin works though. I think the print() call in myscript::Killed() is incorrect (what do you want to make it do?), take a look at http://icculus.org/~theoddone33/lua/ for a tutorial on it.