
Subject: Re: Lua sleep()

Posted by [iRANian](#) on Sat, 30 Jul 2011 12:43:47 GMT

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The script syntax in Lua 5.0 is different and looks like:

```
myscript = {}
```

```
function myscript:Created(ID, obj)
```

```
  print("Created", ID, obj)
```

```
end
```

```
function myscript:Destroyed(ID, obj)
```

```
  print("Destroyed", ID, obj)
```

```
end
```

```
function myscript:Killed(ID, obj, killer)
```

```
  print("Killed", ID, obj, killer)
```

```
end
```

```
Register_Script("myscript", "", myscript)
```