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Subject: Re: Lua sleep()

Posted by [Intradox](#) on Sat, 30 Jul 2011 17:05:37 GMT

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I'm using Lua v5.0, and the reason it looks outdated it because the an example I used was for an older version.

So I tried this:

```
function printf(...)
  io.write(string.format(unpack(arg)))
end
function InputConsole(...)
  Console_Input(string.format(unpack(arg)))
end
```

```
Players = {}
currentsong = "ammoclip.mp3"
```

```
Jukebox = {}
function Jukebox:Created(ID, obj)
  playlist = {"ammoclip.mp3", "command&conquer.mp3", "defunkt.mp3", "in the line of fire.mp3",
"level0_pt1_music.mp3", "level 0 hero.mp3", "level 0 nod base.mp3", "level 0 tank.mp3", "level 0
tiberium.mp3", "mechmansrevenge.mp3", "moveit.mp3", "onyourfeet.mp3", "raveslaw_act on
instinct.mp3", "renegadejungle.mp3", "sakura battle theme.mp3", "sakura_dogfight.mp3",
"sneakattack.mp3", "sniper.mp3", "stopthemagain.mp3"}
  playlisttimes = {193, 175, 163, 235, 26, 31, 54, 51, 47, 227, 121, 234, 148, 141, 240, 280, 228,
196, 234}
  Start_Timer(ID, obj, 193, 1)
end
```

```
function Jukebox:Destroyed(ID, obj)
  if song == nil then
    song = 0
  end
  if ID == 1 then
    if playlist[song + 1] ~= nil then
      song = song + 1
    else
      song = 1
    end
    InputConsole("msg [DarKEVA]: Now playing %s.", playlist[song])
    currentsong = playlist[song]
    players = Get_All_Players()
    for i = 1, #players do
      pID = FindPlayerName("FindID", players[i])
      music = Players[Get_Player_Name_By_ID(pID)]
      if music == "on" then
```

```

    InputConsole("musicp %d %s", pID, playlist[song])
end
end
Start_Timer(ID, obj, playlisttime[song], 1)
end
end

function Jukebox:Killed(ID, obj, killer)

end

Register_Script("Jukebox", "", Jukebox)

Object = 0

function OnChat(pID, Type, Message)
FindWords(Message)
if FirstW == "!playlist" then
    InputConsole("ppage %d [DarkEVA]: Playlist: ammoclip.mp3, command&conquer.mp3,
defunkt.mp3, in the line of fire.mp3, level0_pt1_music.mp3, level 0 hero.mp3, level 0 nod
base.mp3, level 0 tank.mp3, level 0 tiberium.mp3, mechmansrevenge.mp3, moveit.mp3,
onyourfeet.mp3, raveshaw_act on instinct.mp3, renegadejungle.mp3, sakura battle theme.mp3,
sakura_dogfight.mp3, sneakattack.mp3, sniper.mp3, stopthemagain.mp3", pID)
end
if FirstW == "!music" then
if SecondW == "off" then
    Players[Get_Player_Name_By_ID(pID)]="off"
    InputConsole("nomusicp %d", pID)
elseif SecondW == "on" then
    Players[Get_Player_Name_By_ID(pID)]="on"
    InputConsole("musicp %d %s", pID, currentsong)
end
end
return 1
end

function OnPlayerJoin(pID, Nick)
    Players[Get_Player_Name_By_ID(pID)]="off"
end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

```



-- contact PsuFan to assist you. This code is too complicated for you to fix anyway.

-- |||

CurID = 0

sReturn = ""

FoundName = ""

while CurID <= 127 and sReturn == "" do

CurID = CurID + 1

CurName = Get\_Player\_Name\_By\_ID(CurID)

if CurName ~= nil then

if string.lower(CurName) == string.lower(sName) then-- Full Match

sReturn = CurName

elseif string.find(string.lower(CurName), string.lower(sName)) ~= nil then

if FoundName == "" then

FoundName = CurName

else

sReturn = "Many"

end

end

end

if FoundName ~= "" and sReturn ~= "Many" then

sReturn = FoundName

end

if sMethod == "FindID" and sReturn ~= "Many" and sReturn ~= "" then

CurID = 0

FoundName = sReturn

sReturn = ""

while CurID <= 127 and sReturn == "" do

CurID = CurID + 1

CurName = Get\_Player\_Name\_By\_ID(CurID)

if CurName ~= nil then

if CurName == FoundName then

sReturn = CurID

end

end

end

end

if sReturn ~= "" and sReturn ~= nil then

return sReturn

else

```
    return "None"
end
end
```

```
function FindWords(Text)
```

```
-- This Function Made Soley By PsuFan
-- Please Read The Following Steps/Information Carefully
```

```
-- This function finds all the words in the message you send it
-- FirstW, SecondW, SecondPlus, ThirdW, ThirdPlus, and FourthW are whats returned
```

```
-- Installation:
```

```
-- 1: Copy this sub into your luaplugin.lua at the bottom of the file
-- 2: Add this line to the top of OnChat function > FindWords(Message)
-- Thats it! You can now use FirstW, SecondW, etc in your OnChat function.
```

```
-- This function is great for commands like !ban psufan because he sucks
```

```
-- !ban <name> <reason>
```

```
-- FirstW would equal "!ban"
```

```
-- SecondW would equal "psufan" or the <name>
```

```
-- Then the reason would be ThirdPlus ("because he sucks") or the <reason>
```

```
-- Key:
```

```
-- FirstW = First Word
```

```
-- SecondW = Second Word
```

```
-- SecondPlus = Second Word Till End
```

```
-- ThirdW = Third Word
```

```
-- ThirdPlus = Third Word Till End
```

```
-- FourthW = Fourth Word
```

```
-- |||
```

```
-- Please Do Not Edit Beyond This Point, If this function isnt working properly for you,
-- contact PsuFan to assist you. This code is to complicated for you to fix anyway.
```

```
-- |||
```

```
Found = string.find(Text, " ")
```

```
if Found ~= nil then
```

```
    FirstW = string.sub(Text, 0, Found - 1)
```

```
    SecondW = string.sub(Text, Found + 1)
```

```
    SecondPlus = SecondW
```

```
Found = string.find(SecondW, " ")
```

```
if Found ~= nil then
```

```
    ThirdW = string.sub(SecondW, Found + 1)
```

```
    SecondW = string.sub(SecondW, 0, Found - 1)
```

```
    ThirdPlus = ThirdW
```

```
Found = string.find(ThirdW, " ")
if Found ~= nil then
    FourthW = string.sub(ThirdW, Found + 1)
    ThirdW = string.sub(ThirdW, 0, Found - 1)

    Found = string.find(FourthW, " ")
    if Found ~= nil then
        FourthW = string.sub(FourthW, 0, Found - 1)
    end
end
else
    FourthW = ""
end
else
    ThirdW = ""
    ThirdPlus = ""
    FourthW = ""
end
end
else
    FirstW = Text
    SecondW = ""
    SecondPlus = ""
    ThirdW = ""
    ThirdPlus = ""
    FourthW = ""
end
end
```

Still no output and it still doesn't work.

---