
Subject: Re: Lua sleep()

Posted by [Intradox](#) on Sat, 30 Jul 2011 18:33:39 GMT

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I'm doing it as global thing, not so each player has different music playing, which sounds like what you want me to do. So I attached it to a daves arrow, and it plays the first song, but it doesn't go onto the next song.

```
function Jukebox:Timer_Expired()
  if song == nil then
    song = 0
  end
  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, playlisttimes[song], 1)
end
```

For the Start_Timer, what would I have to put for ID and obj? I think this is where its messed up.
