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Subject: Re: Lua sleep()

Posted by [Intradox](#) on Sun, 31 Jul 2011 21:37:53 GMT

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Ok I finally got it to work! Thanks for the help even though what you were suggesting was different than what I wanted.

```
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", "raveshaw_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, 1, 1)
end
```

```
function Jukebox:Timer_Expired(ID, obj, num)
  if song == nil then
    song = 0
  end
  if num == 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 = players[i]
      music = Players[pID]
      if music == "on" then
        InputConsole("musicp %d %s", pID, playlist[song])
      end
    end
  end
end
```

```
end
Start_Timer(ID, obj, playlisttimes[song], 1)
end
end
```

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

```
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[pID]="off"
```

```
InputConsole("nomusicp %d", pID)
```

```
InputConsole("ppage %d [DarkEVA]: Music has been disabled for you.", pID)
```

```
elseif SecondW == "on" then
```

```
Players[pID]="on"
```

```
InputConsole("musicp %d %s", pID, currentsong)
```

```
InputConsole("ppage %d [DarkEVA]: Music has been enabled for you.", pID)
```

```
elseif SecondW == "" then
```

```
InputConsole("ppage %d [DarkEVA]: Usage: !music <on/off>.", pID)
```

```
end
```

```
end
```

```
return 1
```

```
end
```

```
function OnPlayerJoin(pID, Nick)
```

```
Players[pID]="off"
```

```
end
```

```
function OnPlayerLeave(pID)
```

```

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()
    local pos = {X = 0, Y = 0, Z = -10}
    oArrow = Create_Object("Daves Arrow", pos)
    Attach_Script_Once(oArrow, "Jukebox", "")
end

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end

function OnObjectCreate(Object)

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
        else
            FourthW = ""
        end
    else
        ThirdW = ""
        ThirdPlus = ""
        FourthW = ""
    end
end
else
    FirstW = Text
    SecondW = ""
    SecondPlus = ""
    ThirdW = ""
    ThirdPlus = ""
    FourthW = ""
```

end  
end

---