
Subject: How do I Make a !cin <Text_File> command for renegade ??

Posted by [DeathC200](#) on Wed, 26 Aug 2009 20:30:48 GMT

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I Need To know How to Make A !cin <text_file.txt> command from lua so that way i can do this for example !cin Bot_Weapon2.txt and it gets that text file from the specific directory using the lua version 0.5 Software . ???? and sends the specific weapons to targeted bots and Allows me To Change Maps And make objectives and such ??

Thanks Once Again Hope you guys know what i mean ??

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [jnz](#) on Wed, 26 Aug 2009 20:31:56 GMT

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<http://lua-users.org/wiki/loLibraryTutorial>

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [DeathC200](#) on Wed, 26 Aug 2009 20:32:52 GMT

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jnz wrote on Wed, 26 August 2009 15:31<http://lua-users.org/wiki/loLibraryTutorial>

excellent and great quick responding !!

If there is a example available i would like that alot once and again thanks and i appreciate the fast responding to this topic

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [jnz](#) on Wed, 26 Aug 2009 20:37:50 GMT

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NestGeneral wrote on Wed, 26 August 2009 21:32jnz wrote on Wed, 26 August 2009 15:31<http://lua-users.org/wiki/loLibraryTutorial>

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Here, have it on a silver platter

```
local file = io.open ("hello.txt", "r")
for line in file:lines() do
    print(line)
end
file:close()
```

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [reborn](#) on Wed, 26 Aug 2009 20:46:08 GMT

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That's what I like about you Dan, you're a nice guy.

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [DeathC200](#) on Wed, 26 Aug 2009 20:53:18 GMT

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jnz wrote on Wed, 26 August 2009 15:37NestGeneral wrote on Wed, 26 August 2009 21:32jnz wrote on Wed, 26 August 2009 15:31<http://lua-users.org/wiki/loLibraryTutorial>

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```
local file = io.open ("hello.txt", "r")
for line in file:lines() do
    print(line)
end
file:close()
```

Muchos Gracias i thank you both you are awesome and now i know how to work my magic !!! . Also

one more thing i need some good software to work with lua i fell like the software i have is not sufficent enough for the job

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [reborn](#) on Wed, 26 Aug 2009 20:56:08 GMT

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<http://notepad-plus.sourceforge.net/uk/site.htm>

Notepad plus plus is quite a cool program with syntax highlighting. It's free and you might find you like to use it for other things too.

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [DeathC200](#) on Wed, 26 Aug 2009 20:57:39 GMT

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AWSOME YES This Well Do very nicely thanks

Logo Of Program after im done making code !!

File Attachments

1) [Notepad ++.gif](#), downloaded 559 times



Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [jnz](#) on Wed, 26 Aug 2009 21:01:49 GMT

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I use Crimson editor because it has the ablility to highlight Lua syntax. I don't know if Notepad++ has the same ability.

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [DeathC200](#) on Wed, 26 Aug 2009 21:02:58 GMT

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Really ?? hmm Had No idea Well this one has Theme And plugin Support back on topic now please thanks !

Edit Features Of NotePad ++

Here are the features of Notepad++ :

Syntax Highlighting and Syntax Folding

Supported languages :

C C++ Java C# XML HTML
PHP CSS makefile ASCII art (.nfo) doxygen ini file
batch file Javascript ASP VB/VBS SQL Objective-C
RC resource file Pascal Perl Python Lua TeX
TCL Assembler Ruby Lisp Scheme Properties
Diff Smalltalk Postscript VHDL Ada Caml
Autolt KiXtart Matlab Verilog Haskell InnoSetup
CMake YAML

WYSIWYG

If you have a colour printer, print your source code (or whatever you want) in colour.
User Defined Syntax Highlighting

It allows user to define his own language : not only the syntax highlighting keywords, but also the syntax folding keywords, comment keywords and the operators. (screenshot1, screenshot2, screenshot3, screenshot4).
Auto-completion

For most supported languages, user can make his/her own API list (or download the api files from download section). Once the api file is ready, type Ctrl+Space to launch this action (see screenshot). For more information about Auto-completion, please see Auto-completion HOWTO.
Multi-Document

You can edit several documents at the same time.
Multi-View

You have two views at same time. That means you can visualize (edit) 2 different documents at the same time (screenshot). You can visualize (edit) in the 2 views one document at 2 different positions as well. The modification of document in one view will carry out in another view (i.e. you

modify the SAME document when you are in clone mode, see screenshot).
Regular Expression Search/Replace supported

You can search and replace one string in the document by using the regular expression.
Full Drag 'N' Drop supported

You can open a document by drag & drop. You can also move your document from a position (or even a view) to another by drag & drop.
Dynamic position of Views

The user can set the position of the views dynamically (only in 2 views mode : the splitter can be set in horizontal or in vertical), see screenshot.
File Status Auto-detection

If you modify or delete a file which opened in Notepad++, you will be notified to update your document (reload the file or remove the file).
Zoom in and zoom out

That's another fantastic function of Scintilla component. Just see screenshot.
Multi-Language environment supported

The Chinese, Japanese, Korean, Arabic and Hebrew Windows environments are supported. See Notepad++ under the Chinese Windows , under the Arabic Windows and under the Hebrew Windows in action screenshot.
Bookmark

User can just click on the bookmark margin (located right side of line number margin) or type Ctrl+F2 to toggle a book mark. To reach the bookmark, type just F2 (Next bookmark) or Shift+F2 (Previous bookmark). To clear all bookmarks, click the Menu Search->Clear All bookmarks. See screenshot.
Brace and Indent guideline Highlighting

When the caret stay beside of one of those symbol { } [] () , the symbol beside of caret and its symmetric opposite symbol will be highlighted, as well as the indent guideline (if any) in order to locate the block more easily. See screenshot1, screenshot2 .
Macro recording and playback

You can save several macros and edit their keyboard shortcuts for the next use.

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [Ethenal](#) on Wed, 26 Aug 2009 21:36:09 GMT

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jnz wrote on Wed, 26 August 2009 16:01I use Crimson editor because it has the ability to highlight Lua syntax. I don't know if Notepad++ has the same ability.

I believe it does, but I'm not positive... I never really use Lua. It's great for everything else though!

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [DeathC200](#) on Wed, 26 Aug 2009 22:15:10 GMT

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im going with notepad ++ personally because it has highliting as well so thats what im gonna use
thanks for all the help guys

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [Genesis2001](#) on Fri, 28 Aug 2009 06:59:51 GMT

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Actually, he wants to play a cinematic (from the sounds of it..)

```
function OnChat(pID, Type, Message, Target)
  local toks = Explode( Message, " " )
  if ( toks[1] == "!cin" ) then
    local obj = Create_Object( "invisible_object", Get_Position(Get_GameObj(pID)) )
    if obj ~= nil then
      Attach_Script_Once( obj, "Test_Cinematic", toks[2] )
    end
  end
end
```

Requires Explode function to work.

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [DeathC200](#) on Fri, 28 Aug 2009 13:14:21 GMT

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I Think Zack what i meant to say was that This Command Grabs the Text File . !cin
<Text_File.txt> just Grabs The Text File From the specified Directory and Sends It To the Server
I Type The Command InGame Or Straight From the Server Box !.

!cin BotWeaps2

After This Command Is Typed It Gets The Text File From The Directory Sends It To The Server .The Bots Weapons Are to The Specific Bots Officers , Mendoza , excedra Also well make it work for objectives setting the map type , changing the server mode , basically this is gonna be a awesome script when i have time to start working on it possiably during the weekend

I well be on teamspek as well

Subject: Re: How do I Make a !cin <Text_File> command for renegade ??

Posted by [Genesis2001](#) on Fri, 28 Aug 2009 15:28:35 GMT

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Yes, you sound like you want to play a cinematic. Otherwise, I'm confused or tired and can't understand what you want. Are you trying to replicate a command we have at St0rm?
