Subject: problem with lua scripts
Posted by Distrbd21 on Sat, 28 Nov 2009 08:07:06 GMT
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Ok i have 2 right now that i'm trying to get to work but when i put them on, they don't???
Do i have to have a bot running with them, for them to work?

Here they are one is !B rail the other is First Blood.

```
if Message == "!b rail" then
         if Purchase_Item(Get_GameObj(pID), 600) == 1 then
            local pos = Get_Position(Get_GameObj(pID))
            Grant_Powerup(Get_GameObj(pID), "POW_Railgun_Player")
        Grant_Powerup(Get_GameObj(pID), "CnC_POW_Ammo_ClipMax")
        InputConsole("cmsg 0,230,57 [Weap-Bot]: %s has bought a railgun.",
Get_Player_Name_By_ID(pID))
         else
         InputConsole("ppage %d You Need 600 credits to buy this.", pID)
         end
     end


function Killed(ID, obj, killer)
   if ReadINI("LuaPlugins/Misc/Misc.ini", "misc", "firstblood") == "1" then
     KpID = Get_Player_ID(killer)
     DpID = Get_Player_ID(obj)
     if Is_Soldier(obj) == 1 then
       if KpID >= 1 then
         Knick = Get_Player_Name(killer)
         if KpID ~= DpID then
           stored = ReadINI("LuaPlugins/Misc/Misc.ini", "firstblood", "kills")
           givecash = ReadINI("LuaPlugins/Misc/Misc.ini", "firstblood", "cash")
           kilz = stored + 1
           if kilz == 1 then
             InputConsole("msg ***FIRST BL00D*** | %s, Enjoy $%s for First Blood!", Knick,
givecash)
             pcash = Get_Money(killer)
             Set_Money(killer, pcash + givecash)
             InputConsole("ppage %d, Enjoy $%s for First Blood!", KpID, givecash)
             InputConsole("SNDA mxxdsgn_dsgn0059i1nemg_snd.wav")
             WriteINI("LuaPlugins/Misc/Misc.ini", "firstblood", "kills", kilz)
           else
             WriteINI("LuaPlugins/Misc/Misc.ini", "firstblood", "kills", kilz)
           end
         end
       end
     end
   end
end
```

Subject: Re: problem with lua scripts
Posted by reborn on Sat, 28 Nov 2009 08:58:42 GMT
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I don't know anything about LUA or the LUA plugin, either. However, I spotted this line 'local pos = Get_Position(Get_GameObj(pID))' and I am curious as to why it is needed. I am looking at the code like it was any other OOP code and cannot see a reason for it.

Also, that first blood code to me looks not so nice. As far as I can tell it writes to disk to store information.
Surely it should use the level_loaded event to set a variable to false or something. It seems a strange way to work.

Sorry I cannot answer your questions.

Subject: Re: problem with lua scripts
Posted by Distrbd21 on Sat, 28 Nov 2009 22:06:05 GMT
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ty for trying though, i'm going to try someone that can help me on this.

Subject: Re: problem with lua scripts
Posted by Hubba on Sun, 29 Nov 2009 16:16:56 GMT
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What version of lua do you use?

If you use version 5 you have to change all the PiD's to PlayerId

Like this:
```
 if Message == "!b rail" then
        if Purchase_Item(Get_GameObj(PlayerId), 600) == 1 then
          local pos = Get_Position(Get_GameObj(PlayerId))
          Grant_Powerup(Get_GameObj(PlayerId), "POW_Railgun_Player")
       Grant_Powerup(Get_GameObj(PlayerId), "CnC_POW_Ammo_ClipMax")
       InputConsole("cmsg 0,230,57 [Weap-Bot]: %s has bought a railgun.",
Get_Player_Name_By_ID(PlayerId))
        else
        InputConsole("ppage %d You Need 600 credits to buy this.", PlayerId)
      end
    end
```

I don't know if the other one works. But do you have Misc.Ini file at this location
LuaPlugins/Misc/Misc.ini?

Subject: Re: problem with lua scripts
Posted by jnz on Sun, 29 Nov 2009 17:38:41 GMT
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Hubba wrote on Sun, 29 November 2009 16:16What version of lua do you use?

If you use version 5 you have to change all the PiD's to PlayerId

Like this:
 if Message == "!b rail" then
        if Purchase_Item(Get_GameObj(PlayerId), 600) == 1 then
            local pos = Get_Position(Get_GameObj(PlayerId))
            Grant_Powerup(Get_GameObj(PlayerId), "POW_Railgun_Player")
        Grant_Powerup(Get_GameObj(PlayerId), "CnC_POW_Ammo_ClipMax")
        InputConsole("cmsg 0,230,57 [Weap-Bot]: %s has bought a railgun.",
Get_Player_Name_By_ID(PlayerId))
            else
            InputConsole("ppage %d You Need 600 credits to buy this.", PlayerId)
        end
    end

I don't know if the other one works. But do you have Misc.Ini file at this location
LuaPlugins/Misc/Misc.ini?

"Change all pIDs to PlayerIds"? This is not true at all, you can name the argument to any of the
event functions (OnChat OnPlayerJoin etc) whatever you like. For example:

function OnChat(theplayaidentifcationnumber, messagetype, themessage, themessagetarget)

end

Subject: Re: problem with lua scripts
Posted by raven on Sun, 29 Nov 2009 17:41:11 GMT
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Hubba wrote on Sun, 29 November 2009 16:16What version of lua do you use?

If you use version 5 you have to change all the PiD's to PlayerId

AFAIK you can change it to whatever you'd like.

Edit: jnz beat me to it

Subject: Re: problem with lua scripts
Posted by Distrbd21 on Sun, 29 Nov 2009 23:02:26 GMT
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jnz wrote on Sun, 29 November 2009 11:38Hubba wrote on Sun, 29 November 2009 16:16What version of lua do you use?

If you use version 5 you have to change all the PiD's to PlayerId

Like this:
 if Message == "!b rail" then
          if Purchase_Item(Get_GameObj(PlayerId), 600) == 1 then
             local pos = Get_Position(Get_GameObj(PlayerId))
             Grant_Powerup(Get_GameObj(PlayerId), "POW_Railgun_Player")
        Grant_Powerup(Get_GameObj(PlayerId), "CnC_POW_Ammo_ClipMax")
        InputConsole("cmsg 0,230,57 [Weap-Bot]: %s has bought a railgun.",
Get_Player_Name_By_ID(PlayerId))
          else
          InputConsole("ppage %d You Need 600 credits to buy this.", PlayerId)
        end
    end

I don't know if the other one works. But do you have Misc.Ini file at this location
LuaPlugins/Misc/Misc.ini?

"Change all pIDs to PlayerIds"? This is not true at all, you can name the argument to any of the event functions (OnChat OnPlayerJoin etc) whatever you like. For example:

function OnChat(theplayaidentifcationnumber, messagetype, themessage, themessagetarget)

end

i have tried to add that on chat thing but all it does is give me errors.

Subject: Re: problem with lua scripts
Posted by Hubba on Mon, 30 Nov 2009 04:48:36 GMT
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Haha whoops srry   i dont know much about lua.

But anyways could you post your whole function?
And do you have hooks.dll and luaplugin.dll in your servers folder?
Have you added LuaPlugin to your ssgm file?

This should work:
function OnChat(PlayerId, Type, Message, Target)

```
if Message == "!b rail" then
        if Purchase_Item(Get_GameObj(PlayerId), 600) == 1 then
            local pos = Get_Position(Get_GameObj(PlayerId))
            Grant_Powerup(Get_GameObj(PlayerId), "POW_Railgun_Player")
   Grant_Powerup(Get_GameObj(PlayerId), "CnC_POW_Ammo_ClipMax")
   InputConsole("cmsg 0,230,57 [Weap-Bot]: %s has bought a railgun.",
Get_Player_Name_By_ID(PlayerId))
        else
        InputConsole("ppage %d You Need 600 credits to buy this.", PlayerId)
      end
    end

 return 1
end
```

Subject: Re: problem with lua scripts
Posted by Distrbd21 on Mon, 30 Nov 2009 06:54:33 GMT
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Hubba wrote on Sun, 29 November 2009 22:48Haha whoops srry   i dont know much about lua.

But anyways could you post your whole function?
And do you have hooks.dll and luaplugin.dll in your servers folder?
Have you added LuaPlugin to your ssgm file?

This should work:
function OnChat(PlayerId, Type, Message, Target)

```
if Message == "!b rail" then
        if Purchase_Item(Get_GameObj(PlayerId), 600) == 1 then
            local pos = Get_Position(Get_GameObj(PlayerId))
            Grant_Powerup(Get_GameObj(PlayerId), "POW_Railgun_Player")
   Grant_Powerup(Get_GameObj(PlayerId), "CnC_POW_Ammo_ClipMax")
   InputConsole("cmsg 0,230,57 [Weap-Bot]: %s has bought a railgun.",
Get_Player_Name_By_ID(PlayerId))
        else
        InputConsole("ppage %d You Need 600 credits to buy this.", PlayerId)
      end
    end

 return 1
end
```
SSGM has the lua plugin on it, hooks is in there, no i don't have the misc.ini stuff in there i thought
it did it by it self.. i'm going to try this.

Is there anyway to keep people from buying stuff when they are not in there base?

OK so i just tested it and it worked but i had no message's, is that because i had no bot on?

Also i got these errors.

[Error] C:\Westwood\RenegadeFDS\Server\LuaPlugins\Rail.lua:10: attempt to call g
lobal 'InputConsole' (a nil value)
[Error] C:\Westwood\RenegadeFDS\Server\LuaPlugins\Rail.lua:10: attempt to call g
lobal 'InputConsole' (a nil value)
Distrbd21: hmm
Distrbd21 picked up a Health Crate.
[Error] C:\Westwood\RenegadeFDS\Server\LuaPlugins\Rail.lua:8: attempt to call gl
obal 'InputConsole' (a nil value)

I got these when i was trying to buy it and when i bought it.

Subject: Re: problem with lua scripts
Posted by Lone0001 on Mon, 30 Nov 2009 06:59:19 GMT
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Here are some old examples I've collected/had lying around, though take note that some of the
lua code might be from outdated/older versions.

Subject: Re: problem with lua scripts
Posted by Distrbd21 on Mon, 30 Nov 2009 07:13:12 GMT
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