Subject: Another Lua question
Posted by hego64 on Fri, 01 Jul 2011 20:32:33 GMT

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Ok, I figured I may be able to use this for my kill hook.

```
function myscript:Killed(ID, obj, killer)
 print("Killed", ID, obj, killer)
end
```

Thing is, I don't know how to use it. Anyone have any ideas or know how to use this? I could really use the help with this please.

If not, could someone give me an alternate way like e-mail or a different site that I may be able to reach jnz? I pm'd him but he hasn't been active since April, so I'm not really expecting a response.

Thanks,
-Hego64

Subject: Re: Another Lua question
Posted by iRANian on Fri, 01 Jul 2011 20:57:56 GMT

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something like:


```
function OnObjectCreate(o) --whenever an object is created
 if Is_A_Star(o) then --check if they're a real player
  Attach_Script_Once(o, "myscript", "")
--attach myscript to them if they are

myscript = {}

function myscript:Killed(ID, obj, killer)--this function gets called whenever something this script is
attached to is killed
 print("Killed", ID, obj, killer)
end

Register_Script("myscript", "", myscript)--register our script with the engine
```

I don't really know how LUA works and how the LUA plugin works though. I think the print() call in myscript::Killed() is incorrect (what do you want to make it do?), take a look at http://icculus.org/~theoddone33/lua/ for a tutorial on it.

Subject: Re: Another Lua question
Posted by sla.ro(master) on Fri, 01 Jul 2011 21:41:46 GMT
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here is the fixed code, i saw some missing 'end'


```
function OnObjectCreate(o) --whenever an object is created
 if Is_A_Star(o) then --check if they're a real player
  Attach_Script_Once(o, "myscript", "")
          -- attach myscript to them if they are players
      end
end

myscript = {}

function myscript:Killed(ID, obj, killer)
   -- called if someone get killed by someone else, not called if killed by null objects, like dying from
falling.
 print("Killed", ID, obj, killer)
end

Register_Script("myscript", "", myscript) --register script
```

this should work

Subject: Re: Another Lua question
Posted by Dave Anderson on Fri, 01 Jul 2011 21:48:50 GMT
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If you want to know more about the LUA Plugin and LUA, you can view the official legacy support forum here.

Here is the getting started sticky:
http://www.dcomproductions.com/forums/viewtopic.php?f=14&t=678

Subject: Re: Another Lua question
Posted by iRANian on Fri, 01 Jul 2011 21:50:06 GMT
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I did indeed forget to copy-paste those 'end's, use sla.ro's code. :/

Dave Anderson's suggestion is highly recommended.

Subject: Re: Another Lua question
Posted by hego64 on Sat, 02 Jul 2011 02:50:23 GMT
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Ok, I'm going to sound dumb for this, but...How can I edit this for like my previous post about the
spectate stuff?

function myscript:Killed(ID, obj, killer)
 print("Killed", ID, obj, killer)
end

I mean, I can do normal stuff in lua like weps and vehs and stuff, but I'm no hand at functions that
I don't know.

Thanks for all your help y'all

-Hego64

Edit: I tried the whole thing that you guys had given me unedited in the server, and I got an error
in the FDS on line 176.
(prolly a dumb idea to try it without anything added, but I had just wanted to fiddle with it for a bit)

Line 176: Register_Script("myscript", "", myscript) --register script

The error said that it couldn't have more than one script named the same thing.

Subject: Re: Another Lua question
Posted by Omar007 on Sat, 02 Jul 2011 12:30:04 GMT
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If it says you can't have 2 scripts named the same, it means you probably have another script
named 'myscript'.
Try renaming your script. Using something that describes the scripts action in 1 (or a few) word(s)
would be a good idea.