
Subject: Re: coding

Posted by [HORQWER](#) on Sun, 08 Jul 2007 15:59:06 GMT

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what is wrong with this code i made a new command called light but it does not work how can i fix it

--Written by RoShambo

--Remove credits and you will die!

--Sample plugin for you, for the commands !build tower and !build turret

--VB style language, very easy to learn!

```
function printf(...)
  io.write(string.format(unpack(arg)))
end
function InputConsole(...)
  Console_Input(string.format(unpack(arg)))
end
```

Object = 0

```
function OnChat(pID, Type, Message)
  if Message == "!build turret" then
    local pos = Get_Position(Get_GameObj(pID))
    if Get_Team(pID) == 0 then
      if Get_Money(pID) < 600 then
        InputConsole("ppage %d You need 600 credits", pID)
      else
        turret = Create_Object("Nod_Turret_MP_Improved", pos)
        if turret == nil then
          InputConsole("ppage %d Error creating turret", pID)
        else
          Disable_Physical_Collisions(turret)
          Set_Money(pID, Get_Money(pID)-600)
        end
      end
    end
  else
    InputConsole("ppage %d You need to be on Nod", pID)
  end
end

if Message == "!build tower" then
  local pos = Get_Position(Get_GameObj(pID))
  if Get_Team(pID) == 1 then
    if Get_Money(pID) < 600 then
      InputConsole("ppage %d You need 600 credits", pID)
    else
      pos.SetZ(pos.GetZ()+8)
      turret = Create_Object("GDI_Guard_Tower", pos)
```

```

if turret == nil then
    InputConsole("ppage %d Error creating tower", pID)
else
    Disable_Physical_Collisions(turret)
    Set_Money(pID, Get_Money(pID)-600)
end
end
else
    InputConsole("ppage %d You need to be on GDI", pID)
end
end

        function OnChat(pID, Type, Message)
if Message == "light" then
local pos = Get_Position(Get_GameObj(pID))
if Get_Team(pID) == 0 then
if Get_Money(pID) < 1 then
    InputConsole("ppage %d You need 1 credit", pID)
else
    turret = Create_Object("Spotlight", pos)
    if turret == nil then
        InputConsole("ppage %d Error creating turret", pID)
    else
        Disable_Physical_Collisions(turret)
        Set_Money(pID, Get_Money(pID)-1)
    end
end
else
    InputConsole("ppage %d You need to be on Nod", pID)
end
end

end

function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()

end

```

```

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end

function OnObjectCreate(Object)

end

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function printf(...)
    io.write(string.format(unpack(arg)))
end
function InputConsole(...)
    Console_Input(string.format(unpack(arg)))
end

function OnChat(pID, Type, Message)
    if Message == "!buy arty" then
        if Purchase_Item(Get_GameObj(pID), 450) == 1 then
            local pos = Get_Position(Get_GameObj(pID))
            pos:AssignZ(pos:GetZ()+5)
            pos:AssignX(pos:GetX()+5)
            Create_Object("Nod_Mobile_Artillery_Player", pos)
        else
            InputConsole("ppage %d You don't have enough money", pID)
        end
    end

    if Message == "!fly" then
        Toggle_Fly_Mode(Get_GameObj(pID))
    end

end

function OnPlayerJoin(pID, Nick)

```

```
end  
  
function OnPlayerLeave(plD)  
  
end  
  
function OnHostMessage(ID, Type, Message)  
  
end  
  
function OnLevelLoaded()  
  
end  
  
function OnLevelEnded()  
  
end  
  
function OnConsoleOutput(Message)  
  
end  
  
function OnDDERecived(Message)  
  
end  
  
function OnObjectCreate(Object)  
  
end
```