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Subject: Help to fix lua

Posted by [Dean20056](#) on Mon, 17 Sep 2007 20:56:54 GMT

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hi can anyone please help me with my lua i have tried to edit it and asked lots of people but i still have not done it right.

--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)))
```

Object = 0

```
function OnChat(pID, Type, Message)
```

```
--special commands
```

```
if Message == "!version" then
```

```
InputConsole("msg [DB] DeanBot v1.0 based on idears from Dean20056 and scripted by
kjcoolo4", pID)
```

```
if Message == "afk" then
```

```
InputConsole("msg %s is now Afk please do not kill them.", pID)
```

```
end
```

```
if Message == "back" then
```

```
InputConsole("msg %s is now back kill them as much as you want.", pID)
```

```
end
```

```
if Message == "!de0wnme" then
```

```
InputConsole("team2 %d 0", pID)
```

```
end
```

```
if Message == "!0wnme" then
```

```
InputConsole("team2 %d -1", pID)
```

```
end
```

```
if Message == "!weapons" then
```

```
InputConsole("msg Weapons: !grenade !repgun !remote !chaingun !rocketlauncher !chemspray
!tibauto !laiserrifle !ion !rail !volt !ramjet !sbh enjoy the weapons ", pID)
```

```
end
```

```
if Message == "!tanks" then
```

```
InputConsole("msg tanks: !light !flame !harvy !med !mrl !orca !gdiapc !gditrans !buggy !nodapc
!arty !bike !nodtrans !stank enjoy the tanks. ", pID)
```

```
end
```

```
if Message == "!help" then
```

```
InputConsole("msg !weapons !tanks (tanks are free weapons cost a little bit of money enjoy. ",
```

```

pID)
end
--build commands
if Message == "!build turret" then
local pos = Get_Position(Get_GameObj(pID))
if Get_Team(pID) == 0 then
if Get_Money(pID) < 800 then
InputConsole("ppage %d You need 800 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)-800)
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) < 800 then
InputConsole("ppage %d You need 800 credits", pID)
else
pos:AssignZ(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)-800)
end
end
else
InputConsole("ppage %d You need to be on GDI", pID)
end
end

--vehicle commands
if Message == "!mammy" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_GDI_Mammoth_Tank", pos)
end

```

```

if Message == "!med" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_GDI_Medium_Tank", pos)
end
end
if Message == "!mrl" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_GDI_MRLS", pos)
end
end
if Message == "!orca" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_GDI_Orca", pos)
end
end
if Message == "!gditrans" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_GDI_Transport", pos)
end
if Message == "!pickup" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Civilian_Pickup01_Secret", pos)
end
if Message == "!sedan" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Civilian_Sedan01_Secret", pos)
end
if Message == "!apache" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Nod_Apache", pos)
end
if Message == "!nodapc" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)

```

```

pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Nod_APC", pos)
end
if Message == "!buggy" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Nod_Buggy", pos)
end
if Message == "!flame" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Nod_Flame_Tank", pos)
end
if Message == "!light" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Nod_Light_Tank", pos)
end
if Message == "!arty" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Nod_Mobile_Artillery", pos)
end
if Message == "!bike" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Nod_Recon_Bike", pos)
end
if Message == "!stank" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Nod_Stealth_Tank", pos)
end
if Message == "!nodtrans" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Nod_Transport", pos)
end
if Message == "!gdiapc" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)

```

```

pos:AssignX(pos:GetX()+5)
Create_Object("CnC_GDI_APC", pos)
end
if Message == "!harvy" then
local pos = Get_Position(Get_GameObj(pID))
pos:AssignZ(pos:GetZ()+5)
pos:AssignX(pos:GetX()+5)
Create_Object("CnC_Nod_Harvester", pos)
end
end
--buy character commands
if Message == "!sbh" then
if Get_Money(pID) > 600 then
Change_Character(Get_GameObj(pID),"CnC_Nod_FlameThrower_2SF")
Set_Money(pID, Get_Money(pID)-600)
else
InputConsole("ppage %d You need 600$ to buy that!", pID)
end
end
if Message == "!s" then
if Get_Player_Name_By_ID(pID) == "kjcoolo4" then
Change_Character(Get_GameObj(pID),"CnC_Nod_FlameThrower_2SF")
else
if Get_Player_Name_By_ID(pID) == "dean20056" then
Change_Character(Get_GameObj(pID),"CnC_Nod_FlameThrower_2SF")
else
if Get_Player_Name_By_ID(pID) == "GenxYuri" then
Change_Character(Get_GameObj(pID),"CnC_Nod_FlameThrower_2SF")
else
InputConsole("sndp %d 00-n008e.wav", pID)
InputConsole("ppage %d You need to be a Special User to do this!", pID)
end
end
end
end

if Message == "!host" then
if Get_Player_Name_By_ID(pID) == "dean20056" then
Set_Model(Get_GameObj(pID), "c_ag_nod_seacpt")
Grant_Powerup(Get_GameObj(pID), "POW_Shotgun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_Pistol_Player")
Grant_Powerup(Get_GameObj(pID), "POW_AutoRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_Flamethrower_Player")
Grant_Powerup(Get_GameObj(pID), "POW_GrenadeLauncher_Player")
Grant_Powerup(Get_GameObj(pID), "POW_RepairGun_Player")
Set_Max_Health(Get_GameObj(pID), 90000)
Grant_Powerup(Get_GameObj(pID), "POW_Chaingun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_RocketLauncher_Player")

```

```

Grant_Powerup(Get_GameObj(pID), "POW_ChemSprayer_Player")
Grant_Powerup(Get_GameObj(pID), "POW_SniperRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_LaserChaingun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_LaserRifle_Player")
Set_Max_Shield_Strength(Get_GameObj(pID), 90000)
Grant_Powerup(Get_GameObj(pID), "POW_TiberiumFlechetteGun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_PersonallonCannon_Player")
Grant_Powerup(Get_GameObj(pID), "POW_Railgun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_RamjetRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_VoltAutoRifle_Player")
Grant_Powerup(Get_GameObj(pID), "Weapon_UltimateWeapon")
Grant_Powerup(Get_GameObj(pID), "POW_Medal_Armor")
Grant_Powerup(Get_GameObj(pID), "POW_Medal_Health")
InputConsole("msg [KJB] kjcoolo4 HAS JUST ACTIVATED HIS HOST POWERS
WHAHAHAHAHA")
InputConsole("snd m00gcf1_decx0001i1gcf1_snd.wav")
InputConsole("snd laugh1.wav")
else
if Get_Player_Name_By_ID(pID) == "kjcoolo4" then
Set_Model(Get_GameObj(pID), "c_ag_nod_seactp")
Grant_Powerup(Get_GameObj(pID), "POW_Shotgun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_Pistol_Player")
Grant_Powerup(Get_GameObj(pID), "POW_AutoRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_Flamethrower_Player")
Grant_Powerup(Get_GameObj(pID), "POW_GrenadeLauncher_Player")
Grant_Powerup(Get_GameObj(pID), "POW_RepairGun_Player")
Set_Max_Health(Get_GameObj(pID), 9000)
Grant_Powerup(Get_GameObj(pID), "POW_Chaingun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_RocketLauncher_Player")
Grant_Powerup(Get_GameObj(pID), "POW_ChemSprayer_Player")
Grant_Powerup(Get_GameObj(pID), "POW_SniperRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_LaserChaingun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_LaserRifle_Player")
Set_Max_Shield_Strength(Get_GameObj(pID), 9000)
Grant_Powerup(Get_GameObj(pID), "POW_TiberiumFlechetteGun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_PersonallonCannon_Player")
Grant_Powerup(Get_GameObj(pID), "POW_Railgun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_RamjetRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_VoltAutoRifle_Player")
Grant_Powerup(Get_GameObj(pID), "Weapon_UltimateWeapon")
Grant_Powerup(Get_GameObj(pID), "POW_Medal_Armor")
Grant_Powerup(Get_GameObj(pID), "POW_Medal_Health")
InputConsole("msg [KJB] kjcoolo4 HAS JUST ACTIVATED HIS HOST POWERS
WHAHAHAHAHA")
InputConsole("snd m00gcf1_decx0001i1gcf1_snd.wav")
InputConsole("snd laugh1.wav")
else
InputConsole("ppage %d You cant do that only Kjcoolo4 and Dean20056 ", pID)

```

```

end
end
end
--weapon commands
if Message == "!grenade" then
if Get_Money(pID) > 100 then
Grant_Powerup(Get_GameObj(pID), "POW_GrenadeLauncher")
Set_Money(pID, Get_Money(pID)-100)
InputConsole("msg %s has purchased a GrenadeLauncher.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 100$ to purchase this", pID)
end
end
if Message == "!repgun" then
if Get_Money(pID) > 100 then
Grant_Powerup(Get_GameObj(pID), "POW_RepairGun_Player")
Set_Money(pID, Get_Money(pID)-100)
InputConsole("msg %s has purchased a repair gun.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 100$ to purchase this", pID)
end
end
if Message == "!remote" then
if Get_Money(pID) > 100 then
Grant_Powerup(Get_GameObj(pID), "CnC_POW_MineRemote_02")
Set_Money(pID, Get_Money(pID)-100)
InputConsole("msg %s has purchased a remote c4.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 100$ to purchase this", pID)
end
end
if Message == "!shotgun" then
if Get_Money(pID) < 200 then
InputConsole("ppage %d you need 200$ to purchase this", pID)
else
Grant_Powerup(Get_GameObj(pID), "POW_Shotgun_Player")
Set_Money(pID, Get_Money(pID)-200)
InputConsole("msg %s has purchased a shotgun.", Get_Player_Name_By_ID(pID))
end
end
if Message == "!chaingun" then
if Get_Money(pID) > 200 then
Grant_Powerup(Get_GameObj(pID), "POW_Chaingun_Player")
Set_Money(pID, Get_Money(pID)-200)
InputConsole("msg %s has purchased a chain gun.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 200$ to purchase this", pID)
end
end

```

```

end
if Message == "!rocketlauncher" then
if Get_Money(pID) > 300 then
Grant_Powerup(Get_GameObj(pID), "POW_RocketLauncher")
Set_Money(pID, Get_Money(pID)-300)
InputConsole("msg %s has purchased RocketLauncher.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 300$ to purchase this", pID)
end
end
if Message == "!chemspray" then
if Get_Money(pID) > 300 then
Grant_Powerup(Get_GameObj(pID), "POW_ChemSprayer_Player")
Set_Money(pID, Get_Money(pID)-300)
InputConsole("msg %s has purchased chem sprayer.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 300$ to purchase this", pID)
end
end
if Message == "!obi" then
if Get_Money(pID) > 700 then
Grant_Powerup(Get_GameObj(pID), "MX0_Weapon_Obelisk")
Set_Money(pID, Get_Money(pID)-700)
InputConsole("msg %s has purchased a ob gun.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 700$ to purchase this", pID)
end
end
if Message == "!sniperrifle" then
if Get_Money(pID) > 300 then
Grant_Powerup(Get_GameObj(pID), "POW_SniperRifle_Player")
Set_Money(pID, Get_Money(pID)-300)
InputConsole("msg %s has purchased a SniperRifle.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 300$ to purchase this", pID)
end
end
if Message == "!laserrifle" then
if Get_Money(pID) > 400 then
Grant_Powerup(Get_GameObj(pID), "POW_LaserRifle_Player")
Set_Money(pID, Get_Money(pID)-300)
InputConsole("msg %s has purchased a laser rifle.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 300$ to purchase this", pID)
end
end
if Message == "!ion" then
if Get_Money(pID) > 600 then

```

```

Grant_Powerup(Get_GameObj(pID), "POW_PersonallonCannon_Player")
Set_Money(pID, Get_Money(pID)-600)
InputConsole("msg %s has purchased a PersonallonCannon.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 600$ to purchase this", pID)
end
end
if Message == "!rail" then
if Get_Money(pID) > 600 then
Grant_Powerup(Get_GameObj(pID), "POW_Railgun_Player")
Set_Money(pID, Get_Money(pID)-600)
InputConsole("msg %s has purchased a Railgun.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 600$ to purchase this", pID)
end
end
if Message == "!ramjet" then
if Get_Money(pID) > 600 then
Grant_Powerup(Get_GameObj(pID), "POW_RamjetRifle_Player")
Set_Money(pID, Get_Money(pID)-600)
InputConsole("msg %s has purchased a ramjet rifle.", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 600$ to purchase this", pID)
end
end
if Message == "!volt" then
if Get_Money(pID) > 600 then
Grant_Powerup(Get_GameObj(pID), "POW_VoltAutoRifle_Player")
Set_Money(pID, Get_Money(pID)-600)
InputConsole("msg %s has purchased a VoltAutoRifle .", Get_Player_Name_By_ID(pID))
else
InputConsole("ppage %d you need 600$ to purchase this", pID)
end
end

if Message == "!all" then
local pos = Get_Position(Get_GameObj(pID))
if Get_Money(pID) < 1 then
InputConsole("ppage %d You need 10000 credits", pID)
else
Grant_Powerup(Get_GameObj(pID), "POW_Shotgun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_Pistol_Player")
Grant_Powerup(Get_GameObj(pID), "POW_AutoRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_Flamethrower_Player")
Grant_Powerup(Get_GameObj(pID), "POW_GrenadeLauncher_Player")
Grant_Powerup(Get_GameObj(pID), "POW_RepairGun_Player")
Set_Max_Health(Get_GameObj(pID), 2000)
Grant_Powerup(Get_GameObj(pID), "POW_Chaingun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_RocketLauncher_Player")

```

```
Grant_Powerup(Get_GameObj(pID), "POW_ChemSprayer_Player")
Grant_Powerup(Get_GameObj(pID), "POW_TiberiumAutoRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_SniperRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_LaserChaingun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_LaserRifle_Player")
Set_Max_Shield_Strength(Get_GameObj(pID), 2000)
Grant_Powerup(Get_GameObj(pID), "POW_TiberiumFlechetteGun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_PersonallonCannon_Player")
Grant_Powerup(Get_GameObj(pID), "POW_Railgun_Player")
Grant_Powerup(Get_GameObj(pID), "POW_RamjetRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_VoltAutoRifle_Player")
Grant_Powerup(Get_GameObj(pID), "POW_Tiberium_Shield")
Grant_Powerup(Get_GameObj(pID), "POW_Medal_Armor")
Grant_Powerup(Get_GameObj(pID), "POW_Medal_Health")
```

```
Set_Money(pID, Get_Money(pID)-10000)
```

```
end
```

```
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
```

```
Please help if you can. Dean
```

Subject: Re: Help to fix lua

Posted by [mr£ÄŞÄ-z](#)

on Mon, 17 Sep 2007 21:02:22 GMT

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OK i take time to fix it

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Subject: Re: Help to fix lua

Posted by [Dean20056](#) on Mon, 17 Sep 2007 21:08:01 GMT

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WOW really thank you very much i asked people who i know who done this all but they say they dont want to help and you someone i dont know will so thank you very much

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Subject: Re: Help to fix lua

Posted by [Ryu](#) on Mon, 17 Sep 2007 21:31:48 GMT

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<http://forums.dcomproductions.net>

Natural born pros' there, Who can fix it in no time.

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Subject: Re: Help to fix lua

Posted by [Dean20056](#) on Mon, 17 Sep 2007 21:44:46 GMT

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Ryu wrote on Mon, 17 September 2007 16:31<http://forums.dcomproductions.net>

Natural born pros' there, Who can fix it in no time.

Thanks for the offer but i have found someone who was kind enough to do it MadRockz is the first person i have heard say that they would take time to do it so i wont need the website thanks anyway lol and thank you again MadRockz

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Subject: Re: Help to fix lua

Posted by [mr£ÄŞÄ-z](#)

on Mon, 17 Sep 2007 21:50:24 GMT

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OK most Commands are fixed but not all... i think i finish it in a half hour included some Specials But i have 1 Question: wich LUA do u use? LUA V1 or LUA V2?

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Subject: Re: Help to fix lua  
Posted by [Dean20056](#) on Mon, 17 Sep 2007 21:55:34 GMT  
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it is v2.0.2.

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Subject: Re: Help to fix lua  
Posted by [mrÄÅ\\$Ä-z](#) on Mon, 17 Sep 2007 23:08:20 GMT  
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OK Dean, i fixed youre Lua. Most Commands i tested and they worked, maybe some commands wont work perfectly.

Changes:

- 1- On some Commands like !Help etc. you get a Message!
- 2- Added !Extra command.
- 3- If you type !Extra you get a Message with 3 new Commands.
- 4- !Host Command got a new Skin! The old skin dont worked.
- 5- !S has been deleted. (The command where only special players can use to get SBH for Free)cuz i have no time now. But i send u the commands later!
- 6- Now Tanks arent free. They cost currently 10 Credits. But you can change it on:  
if Purchase\_Item(Get\_GameObj(pID), 10) == 1 then  
[Only Change the 10]

If some Commands dont work please tell me here or add me in MSN.  
Mad-Rockz@Hotmail.de

Now i have to sleep cya! (Damn school)

### File Attachments

1) [DeansFixedLua.zip](#), downloaded 221 times

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Subject: Re: Help to fix lua  
Posted by [Dean20056](#) on Tue, 18 Sep 2007 15:00:05 GMT  
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hi i have only just in from school lol looks like i wernt the only 1 who liked the lua file it has been downloaded 5 times before i got it lol. i would just like to say thank you for spending your time doing it i have also added you on msn so maybe we could talk sometime thanks again

Dean

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Subject: Re: Help to fix lua  
Posted by [mr£ÄŞÄ-z](#) on Tue, 18 Sep 2007 15:02:43 GMT  
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yea if u need help with lua ask me !

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Subject: Re: Help to fix lua  
Posted by [Genesis2001](#) on Tue, 18 Sep 2007 19:31:38 GMT  
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Dean20056 wrote on Mon, 17 September 2007 15:44Ryu wrote on Mon, 17 September 2007 16:31<http://forums.dcomproductions.net>

Natural born pros' there, Who can fix it in no time.

Thanks for the offer but i have found someone who was kind enough to do it MadRockz is the first person i have heard say that they would take time to do it so i wont need the website thanks anyway lol and thank you again MadRockz

If I'm not mistaken, you are registered there and yet you still ask HERE (AT RenForums!) for Lua help >.>

~MathK1LL

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Subject: Re: Help to fix lua  
Posted by [Slave](#) on Tue, 18 Sep 2007 21:05:33 GMT  
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Wich he received. Nice job MadRockz.

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Subject: Re: Help to fix lua  
Posted by [mr£ÄŞÄ-z](#) on Tue, 18 Sep 2007 21:55:47 GMT  
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No Problemm!

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Subject: Re: Help to fix lua  
Posted by [Dean20056](#) on Wed, 19 Sep 2007 21:56:34 GMT  
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MadRockz wrote on Mon, 17 September 2007 16:02OK i take time to fix it

Yeah i did register on the other site but the difference was that he said yeah i would take time to fix it on there he said i will tell you 1 thing what was wrong or 2 ans for all i know there could have been 100 so not as helpfull as MadRockz was thanks again

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Subject: Re: Help to fix lua  
Posted by [mr£\\$Ä-z](#) on Thu, 20 Sep 2007 05:14:20 GMT  
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