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Subject: coding

Posted by [HORQWER](#) on Sat, 07 Jul 2007 21:43:15 GMT

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guys if i made a code

like here i found this code and i want to use it on my server how do i make it work on my server here is the code

--Written by RoShambo

--Remove credits and you will die!

--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
```

```
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(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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