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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
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
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
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
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
```