
Subject: Re: problem with lua scripts

Posted by [Hubba](#) on Sun, 29 Nov 2009 16:16:56 GMT

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What version of lua do you use?

If you use version 5 you have to change all the PiD's to PlayerId

Like this:

```
if Message == "!b rail" then
    if Purchase_Item(Get_GameObj(PlayerId), 600) == 1 then
        local pos = Get_Position(Get_GameObj(PlayerId))
        Grant_Powerup(Get_GameObj(PlayerId), "POW_Railgun_Player")
        Grant_Powerup(Get_GameObj(PlayerId), "CnC_POW_Ammo_ClipMax")
        InputConsole("cmmsg 0,230,57 [Weap-Bot]: %s has bought a railgun.",
Get_Player_Name_By_ID(PlayerId))
    else
        InputConsole("ppage %d You Need 600 credits to buy this.", PlayerId)
    end
end
end
```

I don't know if the other one works. But do you have Misc.Ini file at this location
LuaPlugins/Misc/Misc.ini?
