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Subject: Re: !afk command for lua  
Posted by [reborn](#) on Tue, 01 Dec 2009 12:17:40 GMT  
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jnz wrote on Tue, 01 December 2009 07:14 "Daniel" A better AFK command would be this...

```
function OnChat(PlayerId, Type, Message, Target)
  local command = string.lower(string.match(Message, "%S+"))
  if command == "!afk" then
    local pName = Get_Player_Name_By_ID(PlayerId)
    Console_Input(string.format("kick %d", PlayerId))
    Console_Input(string.format("allow %s", pName))
    Console_Input(string.format("msg %s has been kicked for: AFK", pName))
  end
  return 1
end
```

Yes, use that!

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