
Subject: Re: !afk command for lua

Posted by [Genesis2001](#) on Tue, 01 Dec 2009 16:58:05 GMT

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"Zack""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
```

oh, and this would be nice.

```
function OnChat(PlayerId, Type, Message, Target)
  local command = string.lower(string.match(Message, "%S+"))
  if command == "!lagfix" 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: Lag Fixed", pName))
  end
  return 1
end
```