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Subject: Re: Lua. Answers.

Posted by [hego64](#) on Wed, 06 Jul 2011 23:55:07 GMT

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Thanks! I was able to make the spectate work now. But I have one more problem...

This is what I currently have in LUA.

```
function OnObjectCreate(o)
  if Is_A_Star(o) then
    Attach_Script_Once(o, "myscript", ""

    end
  end

myscript = {}

function myscript:Killed(ID, obj, killer)
  print("Killed", ID, obj, killer)
end

if KpID ~= -1 then
  InputConsole("spectate %d", pID)

Register_Script("myscript", "", myscript)

end
```

I do not know what is wrong with this. But when I try it in-game, this is what happens.

Type/chat does not show up.

Whenever we do type, we are sent to spectate and the second time we die and spawn. Happens regardless of what you type.

I still get an FDS error saying I can't have more than one script named myscript. I do not know why this happens, because I have checked and I have only ONE myscript function with that. What can I do to rename this or something to fix it? I really need the chat fixed too.

I don't know what else to do...can anyone help me to figure out what I did wrong in this?

Thanks,  
-Hego64