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Subject: Lua sleep()

Posted by [Intradox](#) on Sat, 30 Jul 2011 00:48:45 GMT

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Hello, so I'm using the Lua Plugin v5.0 on my server, and I was wondering how/if its possible to make a sleep() function. I've found functions that do it, but they cause the entire program to sleep. So I was wondering if its possible to make one that doesn't make the entire program sleep, just the script? Or if it would be possible to achieve this with timers, because I want to wait x amount of seconds before I change the song that's being played. Like the music plugin from BRenBot.

I know this isn't DCOM's site, but the last post on there was in 2009 and my thread on there hasn't gotten a single view besides my own. So I asked here since I may get more help.

Thanks,  
Intradox

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