
Subject: Re: Lua sleep()

Posted by [Intradox](#) on Sat, 30 Jul 2011 03:35:31 GMT

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Ok, so I tried doing this:

```
function printf(...)
  io.write(string.format(unpack(arg)))
end
function InputConsole(...)
  Console_Input(string.format(unpack(arg)))
end

function ScriptName()
  return "SampleTimer"
end

function ScriptParams()
  return ""
end

function Created(ID, obj)
  playlist = {"ammoclip.mp3", "command&conquer.mp3", "defunkt.mp3", "in the line of fire.mp3",
"level0_pt1_music.mp3", "level 0 hero.mp3", "level 0 nod base.mp3", "level 0 tank.mp3", "level 0
tiberium.mp3", "mechmansrevenge.mp3", "moveit.mp3", "onyourfeet.mp3", "raveshaw_act on
instinct.mp3", "renegadejungle.mp3", "sakura battle theme.mp3", "sakura_dogfight.mp3",
"sneakattack.mp3", "sniper.mp3", "stopthemagain.mp3"}
  playlisttimes = {193, 175, 163, 235, 26, 31, 54, 51, 47, 227, 121, 234, 148, 141, 240, 280, 228,
196, 234}
  Start_Timer(ID, obj, 193, 1)
end

local currentsong = nil

function Timer_Expired(ID, obj, num)
  if song == nil then
    song = 0
  end
  if num == 1 then
    if Get_Player_Count() > 0 then
      if playlist[song + 1] ~= nil then
        song = song + 1
      else
        song = 1
      end
    end
    InputConsole("msg [DarKEVA]: Now playing %s.", playlist[song])
    currentsong = playlist[song]
    players = Get_All_Players()
  end
end
```

```

for i = 1, #players do
  pID = FindPlayerName("FindID", players[i])
  music = ReadINI("music.ini", "Players", Get_Player_Name_By_ID(pID))
  if music == "on" then
    InputConsole("musicp %d %s", pID, playlist[song])
  end
end
end
Start_Timer(ID, obj, playlisttime[song], 1)
end
end

```

Object = 0

```

function OnChat(pID, Type, Message)
if Message == "!playlist" then
  InputConsole("ppage %d [DarKEVA]: Playlist: ammoclip.mp3, command&conquer.mp3,
defunkt.mp3, in the line of fire.mp3, level0_pt1_music.mp3, level 0 hero.mp3, level 0 nod
base.mp3, level 0 tank.mp3, level 0 tiberium.mp3, mechmansrevenge.mp3, moveit.mp3,
onyourfeet.mp3, raveshaw_act on instinct.mp3, renegadejungle.mp3, sakura battle theme.mp3,
sakura_dogfight.mp3, sneakattack.mp3, sniper.mp3, stopthemagain.mp3", pID)
end

```

```

FindWords(Message)
if FirstW == "!music" then
  if SecondW == "off" then
    WriteINI("music.ini", "Players", Get_Player_Name_By_ID(pID), SecondW)
    InputConsole("nomusicp %d", pID)
  elseif SecondW == "on" then
    WriteINI("music.ini", "Players", Get_Player_Name_By_ID(pID), SecondW)
    InputConsole("musicp %d %s", pID, currentsong)
  end
end
return 1
end

```

```

function OnPlayerJoin(pID, Nick)
music = ReadINI("music.ini", "Players", Get_Player_Name_By_ID(pID))
if music == nil then
  WriteINI("music.ini", "Players", Get_Player_Name_By_ID(pID), "off")
end
end

```

```

function OnPlayerLeave(pID)

```

```

end

```

```

function OnHostMessage(ID, Type, Message)

```

```

end

function OnLevelLoaded()
    local pos = {X = 0, Y = 0, Z = -10}
    oArrow = Create_Object("Daves Arrow", pos)
    Attach_Script_Once(oArrow, "SampleTimer", "")
end

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end

function OnObjectCreate(Object)

end

function FindPlayerName(sMethod, sName)
    -- This Function Made Soley By PsuFan
    -- Please Read The Following Steps/Information Carefully
    -- FindPlayerName Function V0.2

    -- This function finds either a players ID number, or the players full name
    -- I.E. If I call FindPlayerName("FindID", "psufan513") It would return psufan513's ID number.
    -- If I call FindPlayerName("FullName", "psu") It would return psufan513 if it was unique.

    -- Example Command

    -- if Message == "!myname" then -- This command is pointless because you already know the
ID (pID) and player name, its just an example.
    -- name = Get_Player_Name_By_ID(pID)
    -- ID = FindPlayerName("FindID", name)
    -- if ID == "None" then
    -- -- The name you entered has no matches
    -- elseif ID == "Many" then
    -- -- The name you entered is not unique
    -- end
    -- end

```

```
-- |||
-- Please Do Not Edit Beyond This Point, If this function isnt working properly for you,
-- contact PsuFan to assist you. This code is to complicated for you to fix anyway.
-- |||
```

```
CurID = 0
sReturn = ""
FoundName = ""
```

```
while CurID <= 127 and sReturn == "" do
  CurID = CurID + 1
  CurName = Get_Player_Name_By_ID(CurID)
  if CurName ~= nil then
    if string.lower(CurName) == string.lower(sName) then-- Full Match
      sReturn = CurName
    elseif string.find(string.lower(CurName), string.lower(sName)) ~= nil then
      if FoundName == "" then
        FoundName = CurName
      else
        sReturn = "Many"
      end
    end
  end
end
end
```

```
if FoundName ~= "" and sReturn ~= "Many" then
  sReturn = FoundName
end
```

```
if sMethod == "FindID" and sReturn ~= "Many" and sReturn ~= "" then
  CurID = 0
```

```
  FoundName = sReturn
  sReturn = ""
```

```
while CurID <= 127 and sReturn == "" do
  CurID = CurID + 1
  CurName = Get_Player_Name_By_ID(CurID)
  if CurName ~= nil then
    if CurName == FoundName then
      sReturn = CurID
    end
  end
end
end
end
```

```

if sReturn ~= "" and sReturn ~= nil then
    return sReturn
else
    return "None"
end
end

```

```

function FindWords(Text)

```

```

-- This Function Made Soley By PsuFan
-- Please Read The Following Steps/Information Carefully

```

```

-- This function finds all the words in the message you send it
-- FirstW, SecondW, SecondPlus, ThirdW, ThirdPlus, and FourthW are whats returned

```

```

-- Installation:

```

```

-- 1: Copy this sub into your luaplugin.lua at the bottom of the file
-- 2: Add this line to the top of OnChat function > FindWords(Message)
-- Thats it! You can now use FirstW, SecondW, etc in your OnChat function.

```

```

-- This function is great for commands like !ban psufan because he sucks

```

```

-- !ban <name> <reason>

```

```

-- FirstW would equal "!ban"

```

```

-- SecondW would equal "psufan" or the <name>

```

```

-- Then the reason would be ThirdPlus ("because he sucks") or the <reason>

```

```

-- Key:

```

```

-- FirstW = First Word

```

```

-- SecondW = Second Word

```

```

-- SecondPlus = Second Word Till End

```

```

-- ThirdW = Third Word

```

```

-- ThirdPlus = Third Word Till End

```

```

-- FourthW = Fourth Word

```

```

-- |||

```

```

-- Please Do Not Edit Beyond This Point, If this function isnt working properly for you,
-- contact PsuFan to assist you. This code is to complicated for you to fix anyway.

```

```

-- |||

```

```

Found = string.find(Text, " ")

```

```

if Found ~= nil then

```

```

    FirstW = string.sub(Text, 0, Found - 1)

```

```

    SecondW = string.sub(Text, Found + 1)

```

```

    SecondPlus = SecondW

```

```

    Found = string.find(SecondW, " ")

```

```

    if Found ~= nil then

```

```

        ThirdW = string.sub(SecondW, Found + 1)

```

```

SecondW = string.sub(SecondW, 0, Found - 1)
ThirdPlus = ThirdW

Found = string.find(ThirdW, " ")
if Found ~= nil then
    FourthW = string.sub(ThirdW, Found + 1)
    ThirdW = string.sub(ThirdW, 0, Found - 1)

    Found = string.find(FourthW, " ")
    if Found ~= nil then
        FourthW = string.sub(FourthW, 0, Found - 1)
    end
else
    FourthW = ""
end
else
    ThirdW = ""
    ThirdPlus = ""
    FourthW = ""
end
else
    FirstW = Text
    SecondW = ""
    SecondPlus = ""
    ThirdW = ""
    ThirdPlus = ""
    FourthW = ""
end
end
end

```

```
function ReadINI(File, Section, KeyName)
```

```
-- This Function Made Soley By PsuFan
```

```
-- Please Read The Following Steps/Information Carefully
```

```
-- Installation:
```

```
-- 1: Place this function at the end of your luaplugin.lua
```

```
-- 2: Example code > Read = ReadINI("ssgm.ini", "Plugins", "01")
```

```
-- This would read ssgm.ini, in the [Plugins] Section, And most likly will return LuaPlugin.dll
```

```
-- 3: Example Code 2 > Read = ReadINI("LuaPlugins/readini.ini", "Source", "Keyname")
```

```
-- This would read from the LuaPlugins Directory.
```

```
-- By Default this function will return "None" if nothing is found, And "NoFile" if the file you are trying
```

```
-- to read does not exist.
```

```
-- Here are the errors that are returned if you wish to change them.
```

```
NoneError = "None" -- Didnt Find Keyname in file
```

```
FileError = "NoFile" -- No file exists
ArgError = "None" -- Passed invalid arguments to function
```

```
-- |||
-- Please Do Not Edit Beyond This Point, If this function isnt working properly for you,
-- contact PsuFan to assist you. This code is to complicated for you to fix anyway.
-- |||
```

```
blnSection = false
intAction = 0
strBracket = [[]]
```

```
if File ~= nil and Section ~= nil and KeyName ~= nil then
  if File ~= "" and Section ~= "" and KeyName ~= "" then
    i = io.open(File, "r")
    if i ~= nil then
      while true do
        local Line = i:read() -- Reads a line
        if Line == nil or intAction ~= 0 then
          break
        else
          if blnSection == false then
            Found = string.sub(Line, 0, 1)
            if Found == strBracket then -- Found Header
              Header = string.sub(Line, 2, -2)
              if Header == Section then
                blnSection = true
              end
            end
          else
            Header = string.sub(Line, 0, 1)
            if Header == strBracket then
              intAction = 2
            elseif Header == ";" then
              -- Ignor Comments
            elseif Line == "" then
              -- Ignor Blank Lines
            else
              strFindEqual = string.find(Line, "=")
              if strFindEqual ~= nil then
                strKeyname = string.sub(Line, 0, strFindEqual - 1)
                if strKeyname == KeyName then
                  intAction = 1
                  Value = string.sub(Line, strFindEqual + 1)
                end
              end
            end
          end
        end
      end
    end
  end
end
```

```

        end
    end

    i:close()

    if intAction == 1 then
        return Value
    elseif intAction == 2 then
        return NoneError
    else
        return NoneError
    end
else
    return FileError
end
else
    return ArgError
end
else
    return ArgError
end
end
end

```

```
function WriteINI(File, Section, KeyName, Value)
```

```

-- This Function Made Soley By PsuFan
-- Please Read The Following Steps/Information Carefully
-- WriteINI Function V0.2

```

```
-- Installation:
```

```

-- 1: Place this function at the end of your luaplugin.lua
-- 2: Example code > WriteINI("ssgm.ini", "Plugins", "01", "LuaPlugin.dll")
--    This would write ssgm.ini, in the [Plugins] Section and change "01" keyname
-- 3: Example Code 2 > WriteINI("LuaPlugins/readini.ini", "Source", "Keyname", "Value")
--    This would read from the LuaPlugins Directory.

```

```
-- Here are the errors that are returned if you wish to change them.
```

```
ArgError = "None" -- Passed invalid arguments to function
```

```

-- |||
-- Please Do Not Edit Beyond This Point, If this function isnt working properly for you,
-- contact PsuFan to assist you. This code is to complicated for you to fix anyway.
-- |||

```

```

bInSection = false
intAction = 0
strBracket = [[]]

```



```

strCloseBracket = [[].]
strCloseBracket = string.sub(strCloseBracket, 1, 1)
Save = ""

if File ~= nil and Section ~= nil and KeyName ~= nil and Value ~= nil then
  if File ~= "" and Section ~= "" and KeyName ~= "" and Value ~= "" then
    i = io.open(File, "r")
    if i ~= nil then
      while true do
        local Line = i:read() -- Reads a line
        if Line == nil then
          break
        else
          if intAction == 0 then
            if blnSection == false then
              Found = string.sub(Line, 0, 1)
              if Found == strBracket then -- Found Header
                Header = string.sub(Line, 2, -2)
                if Header == Section then
                  blnSection = true
                end
              end
            else
              Header = string.sub(Line, 0, 1)
              if Header == strBracket then
                blnSection = false
                Line = KeyName .. "=" .. Value .. "\n" .. Line
                intAction = 1
              elseif Header == ";" then
                -- Ignor Comments
              elseif Line == "" then
                -- Ignor Blank Lines
              else
                strFindEqual = string.find(Line, "=")
                if strFindEqual ~= nil then
                  strKeyname = string.sub(Line, 0, strFindEqual - 1)
                  if strKeyname == KeyName then
                    Line = KeyName .. "=" .. Value
                    intAction = 1
                  end
                end
              end
            end
          end
        end
      end
      Save = Save .. Line .. "\n"
    end
  end
end

```

```
i:close()

if intAction ~= 1 then
  if blnSection == false then
    Save = Save .. strBracket .. Section .. strCloseBracket .. "\n" .. KeyName .. "=" .. Value
  else
    Save = Save .. KeyName .. "=" .. Value
  end
end
end

i = io.open(File, "w")
i:write(Save)
i:close()
else
  i = io.open(File, "w")
  i:write(strBracket .. Section .. strCloseBracket .. "\n" .. KeyName .. "=" .. Value)
  i:close()
end
else
  return ArgError
end
else
  return ArgError
end
end
```

But it didn't work, and I didn't get any output so I'm not sure whats wrong.
