
Subject: Re: Lua sleep()

Posted by [iRANian](#) on Sat, 30 Jul 2011 18:10:31 GMT

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:Destroyed() gets triggered when the the script is destroyed, you need to use :Timer_Expired(). In the chat hook you need to attach and destroy the script when a player types "!music on" and "!music off" respectively. You should add some debug messages in all the major hotspots in your code so you can see what gets triggered and what does not.
