

---

Subject: coding

Posted by [HORQWER](#) on Sat, 07 Jul 2007 21:43:15 GMT

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---

guys if i made a code

like here i found this code and i want to use it on my server how do i make it work on my server here is the code

--Written by RoShambo

--Remove credits and you will die!

--VB style language, very easy to learn!

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

function OnChat(pID, Type, Message)
  if Message == "!buy arty" then
    if Purchase_Item(Get_GameObj(pID), 450) == 1 then
      local pos = Get_Position(Get_GameObj(pID))
      pos:AssignZ(pos:GetZ()+5)
      pos:AssignX(pos:GetX()+5)
      Create_Object("Nod_Mobile_Artillery_Player", pos)
    else
      InputConsole("ppage %d You don't have enough money", pID)
    end
  end

  if Message == "!fly" then
    Toggle_Fly_Mode(Get_GameObj(pID))
  end

end

function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end
```

```
function OnLevelLoaded()
end

function OnLevelEnded()
end

function OnConsoleOutput(Message)
end

function OnDDERecived(Message)
end

function OnObjectCreate(Object)
end
```

---

---

Subject: Re: coding  
Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 22:00:21 GMT  
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---

im sure he will be here to answer it but whats does it do? lol

---

---

Subject: Re: coding  
Posted by [HORQWER](#) on Sat, 07 Jul 2007 22:03:38 GMT  
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no it is just a code i need to know how can i make codes work on my server

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---

Subject: Re: coding  
Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 22:05:14 GMT  
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u mean where to put it in ur source files?

---

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Subject: Re: coding  
Posted by [HORQWER](#) on Sat, 07 Jul 2007 22:06:51 GMT  
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---

like when i made a code in visual c++ then what do i do (save it? Savelt As What? What else do i do to make it work on my setrver )

---

---

Subject: Re: coding  
Posted by [\\_SSnipe\\_](#) on Sat, 07 Jul 2007 22:18:33 GMT  
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u using ssgm or ssaow 15.?

---

---

Subject: Re: coding  
Posted by [futura83](#) on Sat, 07 Jul 2007 22:33:22 GMT  
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---

From the looks of your code, that is the LUA plugin dan made.

My guess is, what you need to do is, get SSGM, and config it to load the luaplugin, then have the plugin load that...i think...im just going off what i've read...

---

---

Subject: Re: coding  
Posted by [jnz](#) on Sat, 07 Jul 2007 22:35:33 GMT  
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<http://www.renegadeforums.com/index.php?t=msg&th=25026&start=0&rid=2> 1311

<http://www.renegadeforums.com/index.php?t=msg&th=25096&start=0&rid=2> 1311

---

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Subject: Re: coding  
Posted by [HORQWER](#) on Sat, 07 Jul 2007 23:40:38 GMT  
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---

guys i have ssgm but i don know how to install luaplugin can u help me with that too

---

---

Subject: Re: coding  
Posted by [AoBfrost](#) on Sun, 08 Jul 2007 00:05:36 GMT  
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---

Coding with lua is good, easy, but sometimes buggy, coding with c++ works better but is harder, open the file ssgm.vprogj to start you off, then open other files it list inside of the source, if you cant edit Ssgm without any knowledge of what you are doing, then your screwed.

---

---

Subject: Re: coding  
Posted by [jnz](#) on Sun, 08 Jul 2007 00:40:08 GMT  
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---

Lua is not buggy.

to install find [Plugins] in SSGM.ini and put  
01=LuaPlugin.dll  
under it.

---

Subject: Re: coding  
Posted by [AoBfrost](#) on Sun, 08 Jul 2007 01:25:19 GMT  
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---

DOnt use the [plugin]01= thing thats already there, under pluggin settings, at the bottom it will say this

"[plugin]"

make a new line under it and write "01="

after the = sign, then add luaplugin.dll

but seeming how smart he is, he may not even understand lua...I didnt at first, but I do now a bit more, but still some advanced things confusz0r me.

---

Subject: Re: coding  
Posted by [HORQWER](#) on Sun, 08 Jul 2007 03:07:52 GMT  
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---

thank you guys it worked now  
so

there is one problem

when i add another command like this --Written by RoShambo

--Remove credits and you will die!

--Sample plugin for you, for the commands !build tower and !build turret

--VB style language, very easy to learn!

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

end

Object = 0

```
function OnChat(pID, Type, Message)
if Message == "!build turret" then
local pos = Get_Position(Get_GameObj(pID))
if Get_Team(pID) == 0 then
if Get_Money(pID) < 600 then
InputConsole("ppage %d You need 600 credits", pID)
else
turret = Create_Object("Nod_Turret_MP_Improved", pos)
if turret == nil then
InputConsole("ppage %d Error creating turret", pID)
else
Disable_Physical_Collisions(turret)
Set_Money(pID, Get_Money(pID)-600)
end
end
else
InputConsole("ppage %d You need to be on Nod", pID)
end
end
if Message == "!build tower" then
local pos = Get_Position(Get_GameObj(pID))
if Get_Team(pID) == 1 then
if Get_Money(pID) < 600 then
InputConsole("ppage %d You need 600 credits", pID)
else
pos.SetZ(pos.GetZ()+8)
turret = Create_Object("GDI_Guard_Tower", pos)
if turret == nil then
InputConsole("ppage %d Error creating tower", pID)
else
Disable_Physical_Collisions(turret)
Set_Money(pID, Get_Money(pID)-600)
end
end
else
InputConsole("ppage %d You need to be on GDI", pID)
end
end
end
```

```
function OnPlayerJoin(pID, Nick)
```

```
end
```

```

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()

end

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end

function OnObjectCreate(Object)

end

--Written by RoShambo
--Remove credits and you will die!
--VB style language, very easy to learn!

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

function OnChat(pID, Type, Message)
  if Message == "!buy arty" then
    if Purchase_Item(Get_GameObj(pID), 450) == 1 then
      local pos = Get_Position(Get_GameObj(pID))
      pos:AssignZ(pos:GetZ()+5)
      pos:AssignX(pos:GetX()+5)
      Create_Object("Nod_Mobile_Artillery_Player", pos)
    end
  end
end

```

```
    else
        InputConsole("ppage %d You don't have enough money", pID)
    end
end

if Message == "!fly" then
    Toggle_Fly_Mode(Get_GameObj(pID))
end

end

function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()

end

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end

function OnObjectCreate(Object)

end
```

so the command !buy arty and !fly would work but the !buildturret and !build tower commands wont work anymore  
please help

---

---

Subject: Re: coding  
Posted by [jnz](#) on Sun, 08 Jul 2007 03:22:58 GMT  
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---

no

EDIT:

--Written by RoShambo

--Remove credits and you will die!

--Sample plugin for you, for the commands !build tower and !build turret

--VB style language, very easy to learn!

```
function printf(...)
```

```
    io.write(string.format(unpack(arg)))
```

```
end
```

```
function InputConsole(...)
```

```
    Console_Input(string.format(unpack(arg)))
```

```
end
```

```
function OnChat(pID, Type, Message)
```

```
    if Message == "!buy arty" then
```

```
        if Purchase_Item(Get_GameObj(pID), 450) == 1 then
```

```
            local pos = Get_Position(Get_GameObj(pID))
```

```
            pos:AssignZ(pos:GetZ()+5)
```

```
            pos:AssignX(pos:GetX()+5)
```

```
            Create_Object("Nod_Mobile_Artillery_Player", pos)
```

```
        else
```

```
            InputConsole("ppage %d You don't have enough money", pID)
```

```
        end
```

```
    end
```

```
    if Message == "!fly" then
```

```
        Toggle_Fly_Mode(Get_GameObj(pID))
```

```
    end
```

```
    if Message == "!build turret" then
```

```
local pos = Get_Position(Get_GameObj(pID))
```

```
if Get_Team(pID) == 0 then
```

```
    if Get_Money(pID) < 600 then
```

```
        InputConsole("ppage %d You need 600 credits", pID)
```

```
    else
```

```
        turret = Create_Object("Nod_Turret_MP_Improved", pos)
```

```
        if turret == nil then
```

```
            InputConsole("ppage %d Error creating turret", pID)
```

```
        else
```



```

    Disable_Physical_Collisions(turret)
    Set_Money(pID, Get_Money(pID)-600)
end
end
else
    InputConsole("ppage %d You need to be on Nod", pID)
end
end
if Message == "!build tower" then
    local pos = Get_Position(Get_GameObj(pID))
    if Get_Team(pID) == 1 then
        if Get_Money(pID) < 600 then
            InputConsole("ppage %d You need 600 credits", pID)
        else
            pos:SetZ(pos:GetZ()+8)
            turret = Create_Object("GDI_Guard_Tower", pos)
            if turret == nil then
                InputConsole("ppage %d Error creating tower", pID)
            else
                Disable_Physical_Collisions(turret)
                Set_Money(pID, Get_Money(pID)-600)
            end
        end
    end
else
    InputConsole("ppage %d You need to be on GDI", pID)
end
end

end

end

function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()

end

```

```
function OnLevelEnded()
end

function OnConsoleOutput(Message)
end

function OnDDERecived(Message)
end

function OnObjectCreate(Object)
end
```

---

---

Subject: Re: coding  
Posted by [HORQWER](#) on Sun, 08 Jul 2007 03:33:49 GMT  
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---

ho u did that

---

---

Subject: Re: coding  
Posted by [Genesis2001](#) on Sun, 08 Jul 2007 04:56:35 GMT  
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---

^^

Support for the LuaPlugin is at DCOM Productions .NET's forums. Not here.

-MathK1LL

---

---

Subject: Re: coding  
Posted by [dead6re](#) on Sun, 08 Jul 2007 13:27:09 GMT  
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---

The bug you had with your LUA code was that it had a duplicate function as it seemed you had copied and pasted the old code. Just edit the current code, don't remake functions!

---

---

Subject: Re: coding  
Posted by [jnz](#) on Sun, 08 Jul 2007 13:43:42 GMT  
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---

What functions? wWhat code?

---

Subject: Re: coding  
Posted by [dead6re](#) on Sun, 08 Jul 2007 15:41:18 GMT  
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---

I was referring to message by HORQWER a couple posts up as he didn't understand how you managed to get the code working.

---

Subject: Re: coding  
Posted by [HORQWER](#) on Sun, 08 Jul 2007 15:59:06 GMT  
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---

what is wrong with this code i made a new command called light but it does not work how can i fix it

```
--Written by RoShambo  
--Remove credits and you will die!  
--Sample plugin for you, for the commands !build tower and !build turret  
--VB style language, very easy to learn!
```

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

```
Object = 0
```

```
function OnChat(pID, Type, Message)  
  if Message == "!build turret" then  
    local pos = Get_Position(Get_GameObj(pID))  
    if Get_Team(pID) == 0 then  
      if Get_Money(pID) < 600 then  
        InputConsole("ppage %d You need 600 credits", pID)  
      else  
        turret = Create_Object("Nod_Turret_MP_Improved", pos)  
        if turret == nil then  
          InputConsole("ppage %d Error creating turret", pID)  
        end  
      end  
    end  
  end  
end
```

```

else
  Disable_Physical_Collisions(turret)
  Set_Money(pID, Get_Money(pID)-600)
end
end
else
  InputConsole("ppage %d You need to be on Nod", pID)
end
end
if Message == "!build tower" then
  local pos = Get_Position(Get_GameObj(pID))
  if Get_Team(pID) == 1 then
    if Get_Money(pID) < 600 then
      InputConsole("ppage %d You need 600 credits", pID)
    else
      pos.SetZ(pos.GetZ()+8)
      turret = Create_Object("GDI_Guard_Tower", pos)
      if turret == nil then
        InputConsole("ppage %d Error creating tower", pID)
      else
        Disable_Physical_Collisions(turret)
        Set_Money(pID, Get_Money(pID)-600)
      end
    end
  end
else
  InputConsole("ppage %d You need to be on GDI", pID)
end
end
end
      function OnChat(pID, Type, Message)
if Message == "light" then
local pos = Get_Position(Get_GameObj(pID))
if Get_Team(pID) == 0 then
if Get_Money(pID) < 1 then
  InputConsole("ppage %d You need 1 credit", pID)
else
  turret = Create_Object("Spotlight", pos)
  if turret == nil then
    InputConsole("ppage %d Error creating turret", pID)
  else
    Disable_Physical_Collisions(turret)
    Set_Money(pID, Get_Money(pID)-1)
  end
end
end
else
  InputConsole("ppage %d You need to be on Nod", pID)
end
end
end

```

```
end

function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()

end

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end

function OnObjectCreate(Object)

end
```

```
--Written by RoShambo
--Remove credits and you will die!
--VB style language, very easy to learn!
```

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

```
function OnChat(pID, Type, Message)
  if Message == "!buy arty" then
```

```

if Purchase_Item(Get_GameObj(pID), 450) == 1 then
    local pos = Get_Position(Get_GameObj(pID))
    pos:AssignZ(pos:GetZ()+5)
    pos:AssignX(pos:GetX()+5)
    Create_Object("Nod_Mobile_Artillery_Player", pos)
else
    InputConsole("ppage %d You don't have enough money", pID)
end
end

if Message == "!fly" then
    Toggle_Fly_Mode(Get_GameObj(pID))
end

end

function OnPlayerJoin(pID, Nick)

end

function OnPlayerLeave(pID)

end

function OnHostMessage(ID, Type, Message)

end

function OnLevelLoaded()

end

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end

function OnObjectCreate(Object)

end

```

---

Subject: Re: coding  
Posted by [jnz](#) on Sun, 08 Jul 2007 16:09:43 GMT  
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---

--Written by RoShambo  
--Remove credits and you will die!  
--Sample plugin for you, for the commands !build tower and !build turret  
--VB style language, very easy to learn!

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

Object = 0

```
function OnChat(pID, Type, Message)
  if Message == "!build turret" then
    local pos = Get_Position(Get_GameObj(pID))
    if Get_Team(pID) == 0 then
      if Get_Money(pID) < 600 then
        InputConsole("ppage %d You need 600 credits", pID)
      else
        turret = Create_Object("Nod_Turret_MP_Improved", pos)
        if turret == nil then
          InputConsole("ppage %d Error creating turret", pID)
        else
          Disable_Physical_Collisions(turret)
          Set_Money(pID, Get_Money(pID)-600)
        end
      end
    end
  else
    InputConsole("ppage %d You need to be on Nod", pID)
  end
end
if Message == "!build tower" then
  local pos = Get_Position(Get_GameObj(pID))
  if Get_Team(pID) == 1 then
```

```

if Get_Money(pID) < 600 then
  InputConsole("ppage %d You need 600 credits", pID)
else
  pos.SetZ(pos.GetZ()+8)
  turret = Create_Object("GDI_Guard_Tower", pos)
  if turret == nil then
    InputConsole("ppage %d Error creating tower", pID)
  else
    Disable_Physical_Collisions(turret)
    Set_Money(pID, Get_Money(pID)-600)
  end
end
else
  InputConsole("ppage %d You need to be on GDI", pID)
end
end

      function OnChat(pID, Type, Message)
if Message == "light" then
local pos = Get_Position(Get_GameObj(pID))
if Get_Team(pID) == 0 then
if Get_Money(pID) < 1 then
  InputConsole("ppage %d You need 1 credit", pID)
else
  turret = Create_Object("Spotlight", pos)
  if turret == nil then
    InputConsole("ppage %d Error creating turret", pID)
  else
    Disable_Physical_Collisions(turret)
    Set_Money(pID, Get_Money(pID)-1)
  end
end
else
  InputConsole("ppage %d You need to be on Nod", pID)
end
end

      if Message == "!buy arty" then
if Purchase_Item(Get_GameObj(pID), 450) == 1 then
  local pos = Get_Position(Get_GameObj(pID))
  pos:AssignZ(pos:GetZ()+5)
  pos:AssignX(pos:GetX()+5)
  Create_Object("Nod_Mobile_Artillery_Player", pos)
else
  InputConsole("ppage %d You don't have enough money", pID)
end
end

if Message == "!fly" then
  Toggle_Fly_Mode(Get_GameObj(pID))

```



```
end  
  
end  
  
function OnPlayerJoin(pID, Nick)  
  
end  
  
function OnPlayerLeave(pID)  
  
end  
  
function OnHostMessage(ID, Type, Message)  
  
end  
  
function OnLevelLoaded()  
  
end  
  
function OnLevelEnded()  
  
end  
  
function OnConsoleOutput(Message)  
  
end  
  
function OnDDERecived(Message)  
  
end  
  
function OnObjectCreate(Object)  
  
end
```

---

Subject: Re: coding  
Posted by [HORQWER](#) on Sun, 08 Jul 2007 18:12:02 GMT  
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---

ok thanks

---

---

Subject: Re: coding  
Posted by [dead6re](#) on Mon, 09 Jul 2007 08:16:31 GMT

---

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---

HORQWER: Stop pasting it twice or something. The reason it never works is because you have two copies of every command, can't you see that?

---

---

Subject: Re: coding  
Posted by [HORQWER](#) on Mon, 09 Jul 2007 13:49:34 GMT  
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---

oh i'm sorry i post it by accsident i knew i should not have two of them i'm sorry

---

---

Subject: Re: coding  
Posted by [reborn](#) on Mon, 09 Jul 2007 13:56:12 GMT  
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---

No, he means the same function twice in your source. He is not referring to quotes.

---