
Subject: !afk command for lua

Posted by [Distrbd21](#) on Tue, 01 Dec 2009 04:16:17 GMT

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Is there a way to make it when you type !afk it give's you a message and move's you to a location that you can't be killed, and you wont be with the other team?

Also a !back command that when you say !back it tells people you are back and it moves you back to your base like in front of bar or something?

I will be looking around and trying to make it my self but if anyone would like to add something please feel free.

Subject: Re: !afk command for lua

Posted by [reborn](#) on Tue, 01 Dec 2009 10:14:44 GMT

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That would be too easy for players to exploit, bad idea...

Subject: Re: !afk command for lua

Posted by [jnz](#) on Tue, 01 Dec 2009 12:14:10 GMT

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"Daniel" A better AFK command would be this...

```
function OnChat(PlayerId, Type, Message, Target)
  local command = string.lower(string.match(Message, "%S+"))
  if command == "!afk" then
    local pName = Get_Player_Name_By_ID(PlayerId)
    Console_Input(string.format("kick %d", PlayerId))
    Console_Input(string.format("allow %s", pName))
    Console_Input(string.format("msg %s has been kicked for: AFK", pName))
  end
  return 1
end
```

Subject: Re: !afk command for lua

Posted by [reborn](#) on Tue, 01 Dec 2009 12:17:40 GMT

jnz wrote on Tue, 01 December 2009 07:14 "Daniel" A better AFK command would be this...

```
function OnChat(PlayerId, Type, Message, Target)
  local command = string.lower(string.match(Message, "%S+"))
  if command == "!afk" then
    local pName = Get_Player_Name_By_ID(PlayerId)
    Console_Input(string.format("kick %d", PlayerId))
    Console_Input(string.format("allow %s", pName))
    Console_Input(string.format("msg %s has been kicked for: AFK", pName))
  end
  return 1
end
```

Yes, use that!

Subject: Re: !afk command for lua
Posted by [Genesis2001](#) on Tue, 01 Dec 2009 16:58:05 GMT
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"Zack""Daniel" A better AFK command would be this...

```
function OnChat(PlayerId, Type, Message, Target)
  local command = string.lower(string.match(Message, "%S+"))
  if command == "!afk" then
    local pName = Get_Player_Name_By_ID(PlayerId)
    Console_Input(string.format("kick %d", PlayerId))
    Console_Input(string.format("allow %s", pName))
    Console_Input(string.format("msg %s has been kicked for: AFK", pName))
  end
  return 1
end
```

oh, and this would be nice.

```
function OnChat(PlayerId, Type, Message, Target)
  local command = string.lower(string.match(Message, "%S+"))
  if command == "!lagfix" then
    local pName = Get_Player_Name_By_ID(PlayerId)
    Console_Input(string.format("kick %d", PlayerId))
    Console_Input(string.format("allow %s", pName))
    Console_Input(string.format("msg %s has been kicked for: Lag Fixed", pName))
  end
  return 1
end
```

Subject: Re: !afk command for lua
Posted by [Jerad2142](#) on Tue, 01 Dec 2009 17:30:32 GMT
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Better yet...

```
function OnChat(PlayerId, Type, Message, Target)
  local command = string.lower(string.match(Message, "%S+"))
  if command != NULL then
    local pName = Get_Player_Name_By_ID(PlayerId)
    Console_Input(string.format("kick %d", PlayerId))
    Console_Input(string.format("allow %s", pName))
    Console_Input(string.format("msg %s has been kicked for: using chat", pName))
  end
  return 1
end
```

Subject: Re: !afk command for lua
Posted by [Distrbd21](#) on Wed, 02 Dec 2009 01:04:41 GMT
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that is better yes i will use that !afk command that kicks you ^^ and the lag fix

I love you guys here always come up with better ideas then me ^^
