
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

Subject: Re: Lua sleep()

Posted by [halo2pac](#) on Sat, 30 Jul 2011 01:14:03 GMT

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Look at the timer examples provided with lua 5.0

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", "raveslaw_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
```

```
      InputConsole("msg [DarkEVA]: Now playing %s.", playlist[song])
```

```
      currentsong = playlist[song]
```

```
      players = Get_All_Players()
```

```
      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, raveslaw_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
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
end
else
    FirstW = Text
    SecondW = ""
```

```

    SecondPlus = ""
    ThirdW = ""
    ThirdPlus = ""
    FourthW = ""
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.

```

```

-- |||

```

```

bInSection = 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 bInSection == 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

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.
-- |||

```

```

blnSection = 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
            end
          else
            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

Save = Save .. Line .. "\n"
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
end
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.

Subject: Re: Lua sleep()
Posted by [iRANian](#) on Sat, 30 Jul 2011 12:43:47 GMT
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The script syntax in Lua 5.0 is different and looks like:

```
myscript = {}
function myscript:Created(ID, obj)
    print("Created", ID, obj)
end
```

```
function myscript:Destroyed(ID, obj)
    print("Destroyed", ID, obj)
end
```

```
function myscript:Killed(ID, obj, killer)
    print("Killed", ID, obj, killer)
end
```

```
Register_Script("myscript", "", myscript)
```

Subject: Re: Lua sleep()
Posted by [sla.ro\(master\)](#) on Sat, 30 Jul 2011 13:09:50 GMT
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Intradox , your using Lua 5 or 4 ?

because your scripts look like Lua 4
iran's script is Lua 5

Subject: Re: Lua sleep()
Posted by [Intradox](#) on Sat, 30 Jul 2011 17:05:37 GMT
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I'm using Lua v5.0, and the reason it looks outdated it because the an example I used was for an older version.

So I tried this:

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

```
Players = {}
currentsong = "ammoclip.mp3"
```

```
Jukebox = {}
function Jukebox: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
```

```
function Jukebox:Destroyed(ID, obj)
  if song == nil then
    song = 0
  end
  if ID == 1 then
    if playlist[song + 1] ~= nil then
      song = song + 1
    else
      song = 1
    end
    InputConsole("msg [DarkEVA]: Now playing %s.", playlist[song])
    currentsong = playlist[song]
    players = Get_All_Players()
    for i = 1, #players do
      pID = FindPlayerName("FindID", players[i])
      music = Players[Get_Player_Name_By_ID(pID)]
      if music == "on" then
        InputConsole("musicp %d %s", pID, playlist[song])
      end
    end
    Start_Timer(ID, obj, playlisttime[song], 1)
  end
end
```

```

function Jukebox:Killed(ID, obj, killer)

end

Register_Script("Jukebox", "", Jukebox)

Object = 0

function OnChat(pID, Type, Message)
FindWords(Message)
if FirstW == "!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
if FirstW == "!music" then
if SecondW == "off" then
    Players[Get_Player_Name_By_ID(pID)]="off"
    InputConsole("nomusicp %d", pID)
elseif SecondW == "on" then
    Players[Get_Player_Name_By_ID(pID)]="on"
    InputConsole("musicp %d %s", pID, currentsong)
end
end
return 1
end

function OnPlayerJoin(pID, Nick)
    Players[Get_Player_Name_By_ID(pID)]="off"
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, "Jukebox", "")
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
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

```

Still no output and it still doesn't work.

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.

Subject: Re: Lua sleep()
 Posted by [Intradox](#) on Sat, 30 Jul 2011 18:33:39 GMT
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I'm doing it as global thing, not so each player has different music playing, which sounds like what you want me to do. So I attached it to a daves arrow, and it plays the first song, but it doesn't go onto the next song.

```

function Jukebox:Timer_Expired()
    if song == nil then
        song = 0
    end
    if playlist[song + 1] ~= nil then
        song = song + 1
    end
end

```

```
else
  song = 1
end
InputConsole("msg [DarkEVA]: Now playing %s.", playlist[song])
currentsong = playlist[song]
players = Get_All_Players()
for i = 1, #players do
  pID = FindPlayerName("FindID", players[i])
  music = Players[Get_Player_Name_By_ID(pID)]
  if music == "on" then
    InputConsole("musicp %d %s", pID, playlist[song])
  end
end
Start_Timer(ID, obj, playlisttimes[song], 1)
end
```

For the Start_Timer, what would I have to put for ID and obj? I think this is where its messed up.

Subject: Re: Lua sleep()
Posted by [sla.ro\(master\)](#) on Sat, 30 Jul 2011 18:56:44 GMT
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playlisttimes[song] does return a number? try debug it with print("something",var,var2) and see if its called, if not then theres a problem, i always debug my scripts.

Subject: Re: Lua sleep()
Posted by [iRANian](#) on Sat, 30 Jul 2011 19:14:13 GMT
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What do your debug messages say about the Jukebox script?

If you play music when a guy types "!music on" you're getting timing errors with when the script starts playing music. What you can do is play something short and repetitive with "!music on" and have the script execute the "no music" command before playing new music.

Add some debug messages to Timer_Expired() and you'll see what the correct order is, that order should be fine though.

```
int LuaScriptManager::Lua_Start_Timer_Wrap(lua_State *L)
{
  int argc = lua_gettop(L);
  if(argc < 4)
  {
    return 0;
  }
}
```

```
}
int scriptID = (int)lua_tonumber(L, 1);
int obj = (int)lua_tonumber(L, 2);
float Time = (float)lua_tonumber(L, 3);
int Number = (int)lua_tonumber(L, 4);
LuaScriptManager::Lua_Start_Timer(Commands->Find_Object(obj), scriptID, Time, Number);
return 0;
}
```

Subject: Re: Lua sleep()
Posted by [Intradox](#) on Sun, 31 Jul 2011 21:37:53 GMT
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Ok I finally got it to work! Thanks for the help even though what you were suggesting was different than what I wanted.

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

```
Players = {}
currentsong = "ammoclip.mp3"
```

```
Jukebox = {}
function Jukebox: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, 1, 1)
end
```

```
function Jukebox:Timer_Expired(ID, obj, num)
    if song == nil then
        song = 0
    end
    if num == 1 then
        if playlist[song + 1] ~= nil then
            song = song + 1
        else
            song = 1
        end
    end
end
```

```

end
InputConsole("msg [DarkEVA]: Now playing %s.", playlist[song])
currentsong = playlist[song]
players = Get_All_Players()
for i = 1, #players do
    pID = players[i]
    music = Players[pID]
    if music == "on" then
        InputConsole("musicp %d %s", pID, playlist[song])
    end
end
end
Start_Timer(ID, obj, playlisttimes[song], 1)
end
end

function Jukebox:Destroyed(ID, obj)

end

function Jukebox:Killed(ID, obj, killer)

end

Register_Script("Jukebox", "", Jukebox)

Object = 0

function OnChat(pID, Type, Message)
FindWords(Message)
if FirstW == "!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
if FirstW == "!music" then
if SecondW == "off" then
    Players[pID]="off"
    InputConsole("nomusicp %d", pID)
    InputConsole("ppage %d [DarkEVA]: Music has been disabled for you.", pID)
elseif SecondW == "on" then
    Players[pID]="on"
    InputConsole("musicp %d %s", pID, currentsong)
    InputConsole("ppage %d [DarkEVA]: Music has been enabled for you.", pID)
elseif SecondW == "" then
    InputConsole("ppage %d [DarkEVA]: Usage: !music <on/off>.", pID)
end
end

```

```

end
return 1
end

function OnPlayerJoin(pID, Nick)
    Players[pID]="off"
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, "Jukebox", "")
end

function OnLevelEnded()

end

function OnConsoleOutput(Message)

end

function OnDDERecived(Message)

end

function OnObjectCreate(Object)

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)

```

-- That's 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
```

Subject: Re: Lua sleep()
Posted by [halo2pac](#) on Mon, 01 Aug 2011 03:16:19 GMT
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As a tip ... next time try to post less redundant code.. to make reading your posts easier.
