
Subject: Lua Question

Posted by [hego64](#) on Thu, 01 Mar 2012 16:56:28 GMT

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Hey, its hego64 here! I haven't been here in quite awhile, but I've made a lot of progress with my server.

Anywho, I want to know if its possible to change someone's character when they get to a certian number of kills. Like, if you reach 50 kills you change into Havoc. I know its probably possible, but I don't know how to go about doing this.

Thanks,
-Hego64

Subject: Re: Lua Question

Posted by [halo2pac](#) on Fri, 02 Mar 2012 04:26:55 GMT

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Use an array to store the kills, on player join you set yourarray[PLAYER ID] to 0. every kill you set yourarray[PLAYER ID]++ and do an if statement to check whether or not yourarray[PLAYER ID] = 50.

This is pretty basic programming stuff by the way, you should really look at some tutorials for java or visual basic.

Subject: Re: Lua Question

Posted by [iRANian](#) on Fri, 02 Mar 2012 16:30:58 GMT

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It's better to store it in a HashTemplateClass (where the key is the player name), so the kills can be "saved" when the player leaves and restored when the player joins, you'll need to use the HashIteator class to remove all the values at level load or gameover in your HashTemplateClass.

But the FDS stores the kill count (in a similar way internally) in cPlayer::Kills so he'll just need to attach a script to all players and in ::Killed() check that variable for a number of 50 really.

Subject: Re: Lua Question

Posted by [hego64](#) on Fri, 02 Mar 2012 16:48:54 GMT

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Thanks y'all! I'll see what I can do with it when I have the chance. I'm at school right now and dont have access to any of my lua stuff I'll post again if I cant figure it out/if it works.

Subject: Re: Lua Question

Posted by [sla.ro\(master\)](#) on Sat, 03 Mar 2012 08:09:52 GMT

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@iran and halo2pac: he talks about Lua, not C++.....

you can just use Change_Character(obj, char) when you a player have 50 kills or whatever (use Get_Kills(playerID)). If your using TT, use LuaTT and there is a Kill hook. look on examples.

check here for functions

Subject: Re: Lua Question

Posted by [Gen_Blacky](#) on Sat, 03 Mar 2012 08:23:19 GMT

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check here for functions

you can do everything they said with lua.

Subject: Re: Lua Question

Posted by [halo2pac](#) on Sat, 03 Mar 2012 20:22:26 GMT

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Gen_Blacky wrote on Sat, 03 March 2012 03:23sla.ro(master) wrote on Sat, 03 March 2012 01:09@iran and halo2pac: he talks about Lua, not C++.....

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