Thanks for the reply guys,

That info was helpful but Reborn that is written in c++ if i am not mistaken, i am trying to write it in lua but cant seem to get the script right.

(Sorry i didn't mention that beforehand)

this is what i got so far, but i dont know how to translate c++ into lua


```
function OnLevelLoaded(target)
  Find_Refinery(Building_Type(0,3))
  Attach_Script_Building(Building_Type(3), "JFW_Tiberium_Refinery", "10,01.00")
end

end
```


This is what i am trying to base it off of in the engine.h:


```
int Building_Type(GameObject *obj); //returns the type of a BuildingGameObj
//type values for building objects
#define NONE -1
#define POWER_PLANT 0 //note that this list reflects the list in leveledit
#define SOLDIER_FACTORY 1
#define VEHICLE_FACTORY 2
#define REFINERY 3
#define COM_CENTER 4
#define REPAIR_BAY 5
#define SHRINE 6
#define HELIPAD 7
#define CONYARD 8
#define BASE_DEFENSE 9
GameObject *Find_Building(int team,int type); //Find a building by team and type
```


I am writing this as a plugin for lua

Everytime i load the server it gives error saying "bad argument #1 'Attach Script' <number expected, got string>"

p.s. i had previously attempted to use your tickrate plugin, but i didn't like that it gave creds ontop

of the ref giving creds.

EDIT: could i just disable the refinery's and use your plugin to generate creds instead? or does te plugin still generate creds even after the ref is dead?