**Subject: Lua. Answers.**
Posted by hego64 on Mon, 04 Jul 2011 16:57:14 GMT
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Look. I know I have posted a lot about this. Thing is, I just want a straight answer. How can I edit/use this function.

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

All I need is to know HOW to use this and make it work for what I want.

Quote:When a player not in spectate mode dies, he/she turns into a spectator and someone else in spectate mode dies and spawns to take their place. I'm not sure how to do this, or if it is even possible. Any help would be appreciated

Thanks,
Hego64

Just someone please help me out with this, and I can get out of everyone's hair here for awhile.

-Hego64

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**Subject: Re: Lua. Answers.**
Posted by Dave Anderson on Wed, 06 Jul 2011 04:36:52 GMT
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You may want to search for "killed script" or something similar in this forum. There's a lot of resources there and its been asked numerous times before. I did some small searching and there's a few topics that may have what you need, but I don't write LUA or touch C&C so I can't help you myself.

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**Subject: Re: Lua. Answers.**
Posted by hego64 on Wed, 06 Jul 2011 19:25:30 GMT
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Ok, Thanks! I think I found what I needed. My only problem now is that my spectate wont work...its not listed in the commands.txt or the real console commands one.

Whenever I try to use InputConsole("spectate %d", pID) the FDS says that its not a real command. Any ideas on how to fix/make it work?

Thanks,
-Hego64

Subject: Re: Lua. Answers.
Posted by snazy2000 on Wed, 06 Jul 2011 20:01:32 GMT

There is no such command, you need to make your own spectate function    if you want to use it then you have to have Brenbot 1.52 (Brenbot.dll loaded in to ssgm)

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Subject: Re: Lua. Answers.
Posted by hego64 on Wed, 06 Jul 2011 23:55:07 GMT

Thanks! I was able to make the spectate work now. But I have one more problem...

This is what I currently have in LUA.

```
function OnObjectCreate(o)
 if Is_A_Star(o) then
  Attach_Script_Once(o, "myscript", ""

    end
end

myscript = {}

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

 if KpID ~= -1 then
 InputConsole("spectate %d", pID)

Register_Script("myscript", "", myscript)

end
```

I do not know what is wrong with this. But when I try it in-game, this is what happens.


 Type/chat does not show up.
 Whenever we do type, we are sent to spectate and the second time we die and spawn. Happens regardless of what you type.
 I still get an FDS error saying I can't have more than one script named myscript. I do not know why this happens, because I have checked and I have only ONE myscript function with that. What can I do to rename this or something to fix it? I really need the chat fixed too.

I don't know what else to do...can anyone help me to figure out what I did wrong in this?

Thanks,
-Hego64

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## Subject: Re: Lua. Answers.
Posted by snazy2000 on Thu, 07 Jul 2011 07:12:21 GMT
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```lua
local killedtimes = 0

function OnObjectCreate(o)
 if Is_A_Star(o) then
    Attach_Script_Once(o, "Killed_Speccript", "")
    end
end

Killed_Speccript = {}

function Killed_Speccript:Killed(ID, obj, killer)
 print("Killed | ID - %d", ID)
     if killedtimes == 0 then
    InputConsole("spectate %d", ID)
        killedtimes = 1
     else
        killedtimes = 0
     end
end

Register_Script("Killed_Speccript", "", Killed_Speccript)
```

Haven't done LUA in a long time but i think that should work

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## Subject: Re: Lua. Answers.
Posted by hego64 on Thu, 07 Jul 2011 19:09:48 GMT
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Thanks, but it still doesn't work...it still says that I can't have more than one script with the same name, even with it being called Killed_Speccript. It says that on my line 181 which is

Register_Script("Killed_Speccript", "", Killed_Speccript)

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Any ideas on why it still says this? I've  tried to change the name on that line, but then it just says that it expects a table. I am stumped on what to do with this...

-Hego64

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Subject: Re: Lua. Answers.
Posted by snazy2000 on Fri, 08 Jul 2011 16:48:22 GMT
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Hmmmm Im sorry i dont rember LUA That well but that dont make sence to me,  :S

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Subject: Re: Lua. Answers.
Posted by iRANian on Thu, 21 Jul 2011 01:09:43 GMT
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Try moving all the LUA files out of the LuaPlugins folder and adding the text from this link as .lua file in there:

http://pastebin.com/PxFetuHZ

It's a build server script made by jnz, see if it causes the FDS console window to complain about the registering scripts stuff like it does with your code.

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