

```
LuaScript.lua  ServerLogic.lua x
152     for k, v in pairs(PlayerIds) do
153         if v == Uid then
154             hasPlayer = true
155         end
156     end
157     if not hasPlayer then
158         table.insert(SelectTeamModel.ReadyTeam[TeamId], Uid)
159     end
160     MessageEvent.FireClient(Uid, "SendServerSelectTeamCallBack", 0)
161 end
162
163 function SelectTeamModel.Start()
164     SelectTeamModel.nTimeReady = nReadyTime
165     SelectTeamModel.roomStatus = SelectTeamModel.roomStatusEnum.Wait
166     Players.CharacterAutoLoads = false
167     Players.PlayerAdded:Connect(SelectTeamModel.playerAdd)
168     MessageEvent.ServerEventCallBack("ClientSelectTeam"):Connect(SelectTeamModel.ClientSelectTeamCallBack)
169     coroutine.start(SelectTeamModel.coroutineUpdate)
170     for k, v in pairs(Team:GetTeams()) do
171         SelectTeamModel.ReadyTeam[v.TeamId] = {}
172     end
173
174     Players.PlayerDead:Connect(SelectTeamModel.PlayerDead)
175 end
176 function SelectTeamModel.PlayerDead(Uid)
177     local player = Players:GetPlayerByUserId(Uid)
178     player:LoadCharacter()
179 end
180 function SelectTeamModel.coroutineUpdate()
181     while true do
182         SelectTeamModel.realTime = Time.time;
183         coroutine.wait(0.1)
184         SelectTeamModel.Update()
185     end
186 end
187 function SelectTeamModel.Update()
188     if SelectTeamModel.roomStatus == SelectTeamModel.roomStatusEnum.Game then
189         if SelectTeamModel.gameTime > 0 then
190             SelectTeamModel.gameTime = SelectTeamModel.gameTime - (Time.time - SelectTeamModel.realTime)
191             if SelectTeamModel.gameTime < 0 then
192                 SelectTeamModel.gameOver()
193                 return
194             end
195         end
196     elseif SelectTeamModel.roomStatus == SelectTeamModel.roomStatusEnum.Ready then
197         SelectTeamModel.nTimeReady = SelectTeamModel.nTimeReady - (Time.time - SelectTeamModel.realTime);
198         if SelectTeamModel.nTimeReady <= 0 then
199             SelectTeamModel.roomStatus = SelectTeamModel.roomStatusEnum.Game
200             33333
```