WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 10:48

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Well, i made my first race 2,

but my guessing there are some mistakes, and i can't find anywhere how to

improve it,

also there are some things i turnd into a color, which i didn't fill in yet,

i hope somebody could help me with this?

greets

Deaglegameon 😛

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Re: WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 10:53

_____

goddamn,

why i can't put my file in it.. :S

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Re: WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 10:55

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someone knows? :/ how to put it in here? 😛

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Re: WCS race Deagle Master

Posted by Pooky - 09 Jul 2011 10:58

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Heya mate

I'm afraid this race will auto detonate our Twk wcs server lolz.

Skill 1's setting is wrong, it has to be "wcs_speed 1.2 ; wcs_health 25|wcs_speed 1.3 ; wcs_health 30|..." Every "|" tells the server you're moving up a lvl

Skill2 is empty ?

Skill 3 , the effect is all wrong, erase the 's, those aren't needed + it's "event_var(userid)" instead of "(userid)" + the radiuses you put in are WAY TOO BIG + ... I'll just remake it lolz,

[skill3]]

setting = ""

cmd = ""

sfx = "es_getplayerlocation wcs_x1 wcs_y1 wcs_z1 event_var(userid) ;es est_effect 10 #a 0 sprites/lgthning.vmt server_var(wcs_x1) server_var(wcs_y1) server_var(wcs_z1) 100 150 750 5 55 10 10 255 100 200 50"

Keep on practising !

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Re: WCS race Deagle Master
Posted by masteraviv13 - 09 Jul 2011 11:03
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well then i just copy-paste it

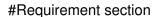the things which are in GREEN, are the things i don't know wath to fill in :S

and the things in BLUE are the things i don't know sure, if it's right

somebody help meh! xp

[Deagle Master]

#Requirement section

required   = 1750

maximum   = 99999

#Restrict section

restrictmap   = "awp_toparena"

restrictteam   = 0

restrictitem   = "mole|tome of health"

teamlimit   = 2

#Other info

author   = "Deaglegameon"

desc   = "Deagle

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Re: WCS race Deagle Master
Posted by Liquid Snake - 09 Jul 2011 11:08

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nice one!
sure there's faults but hey practice makes perfect

just a quick tip i would make the xp if even possible make it only 1-5 xp per hit as there's people who are really good with deagle and 40 would just make it way to fast

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Re: WCS race Deagle Master
Posted by masteraviv13 - 09 Jul 2011 11:10

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@ liquid,

okey i will

but then i still have to find how to set in the cmd for the xp and money xS

hopefully pooky can find it, i will thank him 1000 times

cause i checked more then 20 pages of WCS

greets

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Re: WCS race Deagle Master

Posted by Pooky - 09 Jul 2011 11:11

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The beacon skill won't work that easely btw, that script would just make 1 circle appear, it won't loop, i haven't seen that many beacon skills since Orange box update, some use mani admin plugin, but we run sourcemod, so those won't work (they use ma_beacon). I do have a ultimate on one of the new races that should beacon, but not too sure anymore.

I'd just drop the skill, unless you can find a working on the forums

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Re: WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 11:17

_____

okey

uhm

should i remove the beacon skill and refill it with an other skill? like uhm slow down or something?

mvg

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Re: WCS race Deagle Master
Posted by deN - 09 Jul 2011 11:18

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Liquid Snake wrote:

there's people who are really good with deagle

thx bro ;D

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