

WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 10:48

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?

greetz

Deaglegameon 🐸

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Re: WCS race Deagle Master

Posted by Gimp - 09 Jul 2011 12:05

nice one 🐸

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Re: WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 12:40

@ Pooky, could you place it on the test server and give me acces to it? 🐸

i am really nervous if it works and if it's nice xD

thnx forward

mvg

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Re: WCS race Deagle Master

Posted by substick - 09 Jul 2011 14:11

Rft Reality 🤔

You never hit anything with deagles

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Re: WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 15:42

"XX";

```
{
    &quot;name&quot;          &quot;God of Deagle&quot;;
    &quot;author&quot;         &quot;Random Aim&quot;;
    &quot;shortdescription&quot; &quot;Creator of the Deagle&quot;;
    &quot;required_level&quot;  &quot;0&quot;;
    &quot;maximum_level&quot;   &quot;0&quot;;
    &quot;allow_only&quot;      &quot;0&quot;;
    &quot;teamlimit&quot;       &quot;0&quot;;
    &quot;preloadcmd&quot;      &quot;0&quot;;

    &quot;player_spawn_cmd&quot; &quot;es es_xdelayed 1.6 est_unrestrict event_var(userid) c4;es
es_xdelayed 1.0 est_RestrictAll event_var(userid);es es_xdelayed 1.2 est_UnRestrict event_var(userid)
weapon_knife;es es_xdelayed 1.3 es_give event_var(userid) weapon_knife;es es_xdelayed 1.4
est_UnRestrict event_var(userid) weapon_deagle;es es_keysetvalue WCSuserdata event_var(userid)
longjump 2;es es_xdelayed 1.5 es_give event_var(userid) weapon_deagle&quot;;

    &quot;round_start_cmd&quot; &quot;0&quot;;

    &quot;round_end_cmd&quot;   &quot;0&quot;;

    &quot;numberofskills&quot;  &quot;6&quot;;

    &quot;numberoflevels&quot; &quot;4&quot;;

    &quot;skillnames&quot;      &quot;Hot bullets from the golden Deagle|Deagle God knows the
Deagle|The Gods created the Deagle|Born with a deagle in your hand|Speed Of the Gods!|Deagle Gods
Wrath!&quot;;

    &quot;skilldescr&quot;      &quot;Burn them alive!|Can handle the Deagle like no other|Destroy their
```

rifles!|Gods Damage|Run Faster|Unlimited ammo with your deagle!"

"skillcfg"
"player_attacker|player_victim|player_attacker|player_attacker|player_spawn|player_ultimate"
;

"skill1_setting" "es_xsetinfo wcs_chance 16;es_xsetinfo wcs_time 1.5|es_xsetinfo
wcs_chance 17;es_xsetinfo wcs_time 2|es_xsetinfo wcs_chance 18;es_xsetinfo wcs_time
2.5|es_xsetinfo wcs_chance 19;es_xsetinfo wcs_time 3"

"racealias_deagleb" "es est_gethealth wcs_health event_var(userid);es es_xsetinfo
wcs_damage server_var(wcs_time);es_xmath wcs_damage * 1;es es_xif (server_var(wcs_health) >
server_var(wcs_damage)) then est_burn event_var(userid) server_var(wcs_time);es wcs_dealdamage
event_var(attacker) event_var(userid) server_var(wcs_damage);wcs_getlanguage wcs_lng
wcs_lng_r_flamestrike;es es_xformat wcs_lng server_var(wcs_lng) event_var(es_attackname)
event_var(es_username);es es_xtell event_var(userid) #multi server_var(wcs_lng);es es_xtell
event_var(attacker) #multi server_var(wcs_lng)"

"skill1_cmd" "es es_xif (server_var(wcs_dice)

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Re: WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 15:49

Can someone tell me the password,lp-adress of the testing server?

and can someone put those 2 races on the test server? 🤖

P.S. 3th race is coming, made by my own (X-spider is the name)

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Re: WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 16:08

[X-Spider]

#Requirement section

required = 1725

maximum = 9999999

#Restrict section

restrictmap = "";

restrictteam = 0

restrictitem = "";

teamlimit = 1

#Other info

author = "Deaglegameon";

desc = "Move like a spider";

spawncmd = "";

deathcmd = "";

roundstartcmd = "";

roundendcmd = "";

preloadcmd = "";

allowonly = "";

onchange = "";

#Skill information

numberofskills = 5

numberoflevels = 4

skillnames = "Deadly Spider bite|Gravity|Slowly Poison|Ground is with us and gives us hp!|Weblines";

skilldescr = "You do extra damage|you wont have much gravity|make your enemy slow|the ground wont hurt you|teleport where you aim at";

```
skillcfg      =
"Player_attacker|player_spawn|player_attacker|player_spawn|player_ultimate";

skillneeded   = "0|0|4|4|8";
```

#Skill specific information

[skill1]]

```
setting      = "es_xset wcs_chance 35;es_xset wcs_dmg 10|es_xset wcs_chance 50;es_xset
wcs_dmg 15|es_xset wcs_chance 75;es_xset wcs_dmg 20|es_xset wcs_chance 75;es_xset wcs_dmg
25";
```

```
racealias_n13 = "es wcs damage event_var(userid) event_var(attacker) server_var(wcs_dmg);es
wcs_xtell event_var(attacker) r_beetles attacker event_var(es_attackername) victim
event_var(es_username) damage server_var(wcs_dmg);es wcs_xtell event_var(userid) r_beetles
attacker event_var(es_attackername) victim event_var(es_username) damage
server_var(wcs_dmg)";
```

```
#cmd      = "if (server_var(wcs_dice)
```

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Re: WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 16:27

```
"name";      "Avatar";

"author";    "SkullDicer";

"shortdescription" "The Last Air Bender";

"required_level"  "#";

"allow_only";    "0";

"preloadcmd";    "0";

"player_spawn_cmd" "0";

"round_start_cmd" "0";

"round_end_cmd"  "0";

"numberofskills" "6";

"numberoflevels" "5";

"skillnames";   "Air|Water|Sand|Earth|Fire|Lightning";
```

"skilldescr" "Air can make you light & Fast on your toes.|Water can heal you & others close to you.|Sand can make it harder for the enemy to move.|Earth can make it hard for your enemy to see straight.|Fire can burn your enemy.|Lightning strikes your enemy."

"skillcfg"
"player_spawn|player_spawn|player_attacker|player_attacker|player_attacker|player_attacker"
t;

"skill1_setting" "es_xset wcs_multiplier 1.025;es_xset wcs_grav 0.75;wcs_speed 1.20;es_xset wcs_alpha 70|es_xset wcs_multiplier 1.05;es_xset wcs_grav 0.65;es_xset wcs_speed 1.30;es_xset wcs_alpha 90|es_xset wcs_multiplier 1.1;es_xset wcs_grav 0.55;es_xset wcs_speed 1.40;es_xset wcs_alpha 110|es_xset wcs_multiplier 1.15;es_xset wcs_grav 0.45;es_xset wcs_speed 1.60;es_xset wcs_alpha 130|es_xset wcs_multiplier 1.2;es_xset wcs_grav 0.35;es_xset wcs_speed 1.80;es_xset wcs_alpha 150"

"skill1_cmd" "es est_SetGravity event_var(userid) server_var(wcs_grav);es es_xkeysetvalue WCSuserdata event_var(userid) longjump server_var(wcs_multiplier);es es_xkeygetvalue wcs_tmp WCSuserdata event_var(userid) speed;es es_xif (server_var(wcs_tmp) > server_var(wcs_speed)) then es_xsetinfo wcs_speed server_var(wcs_tmp);es es_xkeysetvalue WCSuserdata event_var(userid) speed server_var(wcs_speed);es est_Speed event_var(userid) server_var(wcs_speed);es es_xtell event_var(userid) #multi #greenAir Bending Learnt"

"skill1_sfx" "es es_xgetplayerlocation wcs_x1 wcs_y1 wcs_z1
server_var(wcs_userid);es est_effect 10 #a 0 sprites/lgtning.vmt server_var(wcs_x1) server_var(wcs_y1)
server_var(wcs_z1) 20 50 1 30 100 0.8 255 100 100 255 1"

"skill2_setting" "es_xset wcs_hp 10;es_xset wcs_time 5;es_xset wcs_waves 20;es_xset wcs_radius 50|es_xset wcs_hp 12;es_xset wcs_time 5;es_xset wcs_waves 25;es_xset wcs_radius 70|es_xset wcs_hp 15;es_xset wcs_time 5;es_xset wcs_waves 30;es_xset wcs_radius 90|es_xset wcs_hp 18;es_xset wcs_time 4;es_xset wcs_waves 35;es_xset wcs_radius 110|es_xset wcs_hp 20;es_xset wcs_time 4;es_xset wcs_waves 40;es_xset wcs_radius 130"

"skill2_cmd" "es es_xkeysetvalue WCSuserdata event_var(userid) regeneration 1;es es_xkeysetvalue WCSuserdata event_var(userid) regen_round server_var(wcs_roundcounter);es wcs_regeneration event_var(userid) server_var(wcs_hp) server_var(wcs_time) 100
server_var(wcs_waves) server_var(wcs_radius);es es_xtell event_var(userid) #multi #greenWater
Bending Learnt"

"skill2_sfx" "es es_xgetplayerlocation wcs_x1 wcs_y1 wcs_z1
event_var(userid);es xmath wcs_z1 + 20;es est_Effect 10 #a 0 sprites/lgtning.vmt server_var(wcs_x1)
server_var(wcs_y1) server_var(wcs_z1) 20 200 1 20 100 1 0 40 255 200 10;es est_Effect 10 #a 0
sprites/lgtning.vmt server_var(wcs_x1) server_var(wcs_y1) server_var(wcs_z1) 20 300 1 20 100 1 0 40
255 200 10"

"skill3_setting" "es_xset wcs_speed 0.90;es_xset wcs_duration 2|es_xset
wcs_speed 0.85;es_xset wcs_duration 3|es_xset wcs_speed 0.80;es_xset wcs_duration 4|es_xset

wcs_speed 0.75;es_xset wcs_duration 5|es_xset wcs_speed 0.70;es_xset wcs_duration 6"

"racealias_sh2" "es est_speed event_var(userid)
server_var(wcs_speed);es_delayed server_var(wcs_duration) wcs_removefx speed
event_var(userid);wcs_getlanguage wcs_lng wcs_lng_r_slowdown;es_tell event_var(attacker) #multi
#green : event_var(es_attackname) server_var(wcs_lng) #green event_var(es_username).;es_tell
event_var(userid) #multi #green : event_var(es_attackname) server_var(wcs_lng) #green
event_var(es_username)."

"skill3_cmd" "if (server_var(wcs_dice)

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Re: WCS race Deagle Master

Posted by masteraviv13 - 09 Jul 2011 21:26

AAAND,

here is another fully made by myself race 🍷

(last for today) 🍷

[Mr.chance]

▢ #Requirement section

▢ required = 100

▢ maximum = 99999

▢ #Restrict section

▢ restrictmap = ""

▢ restrictteam = 0

▢ restrictitem = "tome of health|scroll of respawning"

teamlimit = 1

▢ #Other info

▢ author = "Deaglegameon"

▢ desc = "Have luck or Die."

▢ spawncmd = ""

▢ deathcmd = ""

▢ roundstartcmd = ""

▢ roundendcmd = ""

▢ preloadcmd = ""

▢ allowonly = ""

▢ onchange = ""

#Skill information

numberofskills = 4

numberoflevels = 4

skillnames = "threw the dices and get speed and health|Play Roulette and gain money!|You have much money and buy some Paddo|you have the money to buy health";

skilldescr = "Get additional health and speed on spawn|get extra money on spawn|levitation (low gravity)|every25secs you can get 20 additional health";

skillcfg = "player_spawn|player_spawn|player_spawn|player_ultimate";

skillneeded = "0|0|0|4";

#Skill specific information

[[skill1]]

setting = "es_xset wcs_speed 1.4 ; es_xset wcs_health 40 | es_xset wcs_speed 1.5 ; es_xset wcs_health 50 | es_xset wcs_speed 1.55 ; es_xset wcs_health 60 | es_xset wcs_speed 1.8 ; es_xset wcs_health 80";

cmd = "es wcs_setfx speed event_var(userid) = server_var(wcs_speed) 0 ; es wcs_setfx health event_var(userid) = server_var(wcs_health) 0";

sfx = " ";

[[skill2]]

setting = "es_xset wcs_money 200|es_xset wcs_money 500|es_xset wcs_money 800|es_xset wcs_money 1100";

cmd = "if (server_var(wcs_dice) = 100) then wcs_xalias racealias_eso100";

sfx = "es est_effect 11 #a 0 sprites/purpleglow1.vmt server_var(wcs_x1) server_var(wcs_y1) server_var(wcs_z1) 1 3.5 150;es est_effect 4 #a 0 sprites/tp_beam001.vmt server_var(wcs_userid) 3 3 3 50 255 0 25 255;es_getplayerlocation wcs_x1 wcs_y1 wcs_z1 server_var(wcs_userid);es_xmath wcs_z1 + 340;es est_effect 10 #a 0 models/effects/splodecard2_sheet.vmt server_var(wcs_x1) server_var(wcs_y1) server_var(wcs_z1) 500 95 6 110 255 5 55 115 120 225 30";
cooldown = "25";

Re: WCS race Deagle Master

Posted by masteraviv13 - 10 Jul 2011 09:58

I checked it with the race validator,

Mr.Chance is now Completely OK 🍌

cause it didn't give any faults anymore 🍌

greetz

Deaglegameon

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Re: WCS race Deagle Master

Posted by Gimp - 10 Jul 2011 17:52

post whore 🤔
; Ha ko awesome races, n1 🤔

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