

## Nightstalker , my very first race! :D

Posted by Liquid Snake - 09 Jul 2011 16:38

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well i cant stay behind the rest ive been working on how to script races for a while now and decided to work on my first race its finished although i havnt been able to test it just yet.. 🤔

[code][Nightstalker]

#Requirement section

required = 1750

maximum = 0

#Restrict section

restrictmap = &quot;&quot;;

restrictteam = 0

restrictitem = &quot;Tome of Health|Orb of Frost&quot;;

teamlimit = 0

#Other info

author = &quot;Ekitai Hebi ^^, Liquid Snake&quot;;

desc = &quot;Ambush from the shadows&quot;;

spawncmd = &quot;&quot;;

deathcmd = &quot;&quot;;

roundstartcmd = &quot;&quot;;

roundendcmd = &quot;&quot;;

preloadcmd = &quot;&quot;;

allowonly = &quot;&quot;;

onchange = &quot;&quot;;

## #Skill information

numberofskills = 5

numberoflevels = 8

skillnames = &quot;Cloak Of Night|Light Weight|Lightning Reflexes|Poisoned Beetles|Shadowstep&quot;;

skilldescr = &quot;Your wolf like senses make you partially invisible, 10-50%|Decreases your gravity|Running through the night has paid off increasing your speed|Poisoned Beetles unleash fury upon your enemies|You teleport within a split second&quot;;

skillcfg =  
&quot;player\_spawn|player\_spawn|player\_spawn|player\_attacker|player\_ultimate&quot;;

skillneeded = &quot;0|0|0|0|10&quot;;

## #Skill specific information

[[skill1]]

setting = &quot;es\_xset wcs\_invis 15|es\_xset wcs\_invis 20|es\_xset wcs\_invis 25|es\_xset wcs\_invis 35|es\_xset wcs\_invis 40|es\_xset wcs\_invis 45|es\_xset wcs\_invis 50|es\_xset wcs\_invis 55&quot;;

cmd = &quot;es wcs\_setfx invis event\_var(userid) = server\_var(wcs\_invis) 0;es wcs\_xtell event\_var(userid) r\_invisibility&quot;;

sfx = &quot;&quot;;

[[skill2]]

setting = &quot;es\_xset wcs\_gravity 0.97|es\_xset wcs\_gravity 0.94|es\_xset wcs\_gravity 0.90|es\_xset wcs\_gravity 0.86|es\_xset wcs\_gravity 0.82|es\_xset wcs\_gravity 0.78|es\_xset wcs\_gravity 0.74|es\_xset wcs\_gravity 0.60&quot;;

cmd = &quot;es wcs\_setfx gravity event\_var(userid) = server\_var(wcs\_gravity) 0;es wcs\_xtell event\_var(userid) r\_levitation&quot;;

sfx = &quot;&quot;;

[[skill3]]

setting = &quot;es\_xset wcs\_speed 1.20|es\_xset wcs\_speed 1.25|es\_xset wcs\_speed 1.30|es\_xset wcs\_speed 1.35|es\_xset wcs\_speed 1.40|es\_xset wcs\_speed 1.45|es\_xset wcs\_speed

1.55|es\_xset wcs\_speed 1.60";

cmd = "es wcs\_setfx speed event\_var(userid) = server\_var(wcs\_speed) 0;es wcs\_xtell event\_var(userid) r\_unholy";

sfx = "";

[[skill4]]

setting = "es\_xset wcs\_chance 17;es\_xset wcs\_dmg 5|es\_xset wcs\_chance 20;es\_xset wcs\_dmg 8|es\_xset wcs\_chance 24;es\_xset wcs\_dmg 11|es\_xset wcs\_chance 27;es\_xset wcs\_dmg 13|es\_xset wcs\_chance 30;es\_xset wcs\_dmg 15|es\_xset wcs\_chance 34;es\_xset wcs\_dmg 15|es\_xset wcs\_chance 38;es\_xset wcs\_dmg 15|es\_xset wcs\_chance 42;es\_xset wcs\_dmg 15";

racealias\_ns = "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\_attackname) victim event\_var(es\_username) damage server\_var(wcs\_dmg);es wcs\_xtell event\_var(userid) r\_beetles attacker event\_var(es\_attackname) victim event\_var(es\_username) damage server\_var(wcs\_dmg)";

#cmd = "if (server\_var(wcs\_dice)

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## Re: Nightstalker , my very first race! :D

Posted by Liquid Snake - 10 Jul 2011 15:00

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haha thanks sub and even if you werent kidding i completely agree with you 🍌

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## Re: Nightstalker , my very first race! :D

Posted by Gimp - 10 Jul 2011 17:46

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very nice! 🍌  
, agree with m3ntoz though. bumping it down to something like 70% would be gd though 🍌

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## Re: Nightstalker , my very first race! :D

Posted by Liquid Snake - 10 Jul 2011 18:27

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ive already bumped it down to a 50% yesterday gimp just checking out what would be the perfect setting for the race 🍌

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