

## A few new races

Posted by Dan - 17 Mar 2010 18:01

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[www.fpsbanana.com/scripts/5804&quot;](http://www.fpsbanana.com/scripts/5804&quot;); onclick=&quot>window.open(this.href);return false;

[www.fpsbanana.com/scripts/5312&quot;](http://www.fpsbanana.com/scripts/5312&quot;); onclick=&quot>window.open(this.href);return false;

[www.fpsbanana.com/scripts/4833&quot;](http://www.fpsbanana.com/scripts/4833&quot;); onclick=&quot>window.open(this.href);return false; - LOTR package includes 5-6 races i think

I doubt we have these races but they look pretty cool so i would appriciate if you put on WCS server 😊

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## Re: A few new races

Posted by turbOOO^ - 05 Apr 2010 21:10

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I have actually tried a few of these races on a server and they are okay 😊

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## Re: A few new races

Posted by dnZOr - 05 Apr 2010 21:34

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I Have a couple of race suggestions... (Sorry if some of them are on the server)

HOLIDAY

[code]

&quot;41&quot;;

{

&quot;name&quot; &quot;HOLLIDAY&quot;;

&quot;author&quot; &quot;HOLLIDAY&quot;;

&quot;required\_level&quot; &quot;0&quot;;

&quot;maximum\_level&quot; &quot;0&quot;;

&quot;allow\_only&quot; &quot;0&quot;;

```
"teamlimit"      "0"

"preloadcmd"      "0"

"player_spawn_cmd" "0"

"round_start_cmd" "0"

"round_end_cmd"    "0"

"numberofskills"   "4"

"numberoflevels"   "4"

"skillnames"       "Capture|Pistol Skills|Rifle Skills|Quick Switch"

"skilldescr"       "Capture an enemy at spawn|Each pistol has dirrefent skills|Each
rifle has dirrefent skills|Quickly switch primary and secondary weapons"

"skillcfg"         "player_spawn|player_attacker|player_attacker|player_ultimate"

"skill1_setting"   "es_xset wcs_chance 18|es_xset wcs_chance 22|es_xset
wcs_chance 28|es_xset wcs_chance 99"

"racealias_capture1""if (event_var(es_userteam) = 2) then est_randplayer
wcs_player #c!d;if (event_var(es_userteam) = 3) then est_randplayer wcs_player #t!d;es_delayed 3
est_playplayer server_var(wcs_player)
ambientlevelscitadelweapon_disintegrate1.wav;es_getplayername wcs_name
server_var(wcs_player);es_delayed 3 est_teleport server_var(wcs_player) event_var(userid);es es_xtell
event_var(userid) #multi #green: You have captured #lightgreen server_var(wcs_name);es_tell
server_var(wcs_player) #multi #green: You have been captured by #lightgreen event_var(es_username)
#green and will Spawn before him in 3 seconds"

"skill1_cmd"       "if (server_var(wcs_dice)
```

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## Re: A few new races

Posted by turbOOO^ - 05 Apr 2010 22:07

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dan you should test the races 🤖

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## Re: A few new races

Posted by dnZOr - 05 Apr 2010 22:20

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Wich ones? Cause the ones i posted are outa my servers WCS Races file, wich u tested with me :

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### Re: A few new races

Posted by turbOOO^ - 05 Apr 2010 22:21

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The ones that Dan posted then we can give feedback on them to tell them if there good or not

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### Re: A few new races

Posted by dnZOr - 05 Apr 2010 22:24

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I'm Testing those races that dan posted now. I'll let u know if there any good and if they work properly

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### Re: A few new races

Posted by turbOOO^ - 05 Apr 2010 22:25

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Let me test with you dan 😊

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### Re: A few new races

Posted by dnZOr - 05 Apr 2010 23:07

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Ok, Straight from the get go, the race - Ner'zhul from the 4 Warcraft races is causing the server to not be able to start up. so i wudnt suggest that 1. the rest load ok.

Ones that work ok :-

Illidan Stormrage

Thrall Warchief

Arthas menethil

Frodo

Legolas

Gimili

Aragorn

Gandalf

Races that dont work :-

MUNCHIES & PAPER

Ner'zhul

Thanks to turbo for helping me test 😊

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## Re: A few new races

Posted by turbOOO^ - 05 Apr 2010 23:09

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I like being a tester 😊

my favourite race has gotta be Legolas i actually do hope you add them 😊

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