

New race

Posted by masteraviv13 - 04 Jan 2012 18:48

original post :

[spoiler][spoiler][code][Blood Thirster]

#Requirement section

required = 2350

maximum = 0

#Restrict section

restrictmap = "";

restrictteam = 0

restrictitem = "";

teamlimit = 1

#Other info

author = "DeagleGameOn";

desc = "You will drink their blood";

spawncmd = "es_tell event_var(userid) Go and drink their blood";

deathcmd = "es_tell event_var(userid) Are you drunk?";

roundstartcmd = "es_msg #multi #lightredThe round #greenStarted!";

roundendcmd = "";

preloadcmd = "";

allowonly = "";

onchange = "";

racecategory = "";

#Skill information

numberofskills = 4

numberoflevels = 6

skillnames = "Vampire|Blood speed|Blood dizzy|Blood teleport";

skilldescr = "You gain hp by eating the enemy|you gain speed |you make the enemy shake|You can teleport";

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

skillneeded = "";

#Skill specific information

[[skill1]]

setting = "es_xset wcs_divider 14|es_xset wcs_divider 13|es_xset wcs_divider 11|es_xset wcs_divider 9|es_xset wcs_divider 8|es_xset wcs_divider 7|es_xset wcs_divider 6|es_xset wcs_divider 5";

racealias_us1 = "es_est_RoundDecimal wcs_dmg server_var(wcs_dmg) 0;es_set wcs_health 0;es_est_GetHealth wcs_health event_var(attacker);es_math wcs_health + server_var(wcs_dmg);es_est_SetHealth event_var(attacker) server_var(wcs_health);es_tell event_var(attacker) leeched server_var(wcs_dmg) health;es_tell event_var(userid) lost server_var(wcs_dmg) health by Vampiric Aura";

cmd = "es_set wcs_dmg event_var(dmg_health);if (server_var(wcs_game) != server_var(wcs_game_css)) then es_xrand wcs_dmg 1 20;es_math wcs_dmg / server_var(wcs_divider);racealias_va1";

sfx = "es_getplayerlocation wcs_x1 wcs_y1 wcs_z1 event_var(attacker);es_getplayerlocation wcs_x2 wcs_y2 wcs_z2 event_var(userid);es_xmath wcs_z1 + 20;es_xmath wcs_z2 + 20;es_wcx_effect line server_var(wcs_x1) server_var(wcs_y1) server_var(wcs_z1) server_var(wcs_x2) server_var(wcs_y2) server_var(wcs_z2) sprites/lgtning.vmt 3 2 2 80 210 5 240 20; if (server_var(wcs_dice)

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Re: New race

Posted by masteraviv13 - 04 Jan 2012 18:50

EDIT :

a question, why are so many races deleted and , limit on buying xp??? o.O

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Re: New race

Posted by Chifilly - 04 Jan 2012 18:53

Wrong section xD and if I remember correctly, a lot of races were removed because a lot of the new races were causing problems

There most probably is still a test server (haven't played in a while), and not sure about XP 🤔

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Re: New race

Posted by masteraviv13 - 04 Jan 2012 19:59

ah well,

heard there were a lot of bugs :O

well the bugs aren't finished yet 🤔

with the invis knife race you can carry guns ^^

And heard from mentoz React had the test server,

i Already added him but didn't accept yet

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Re: New race

Posted by masteraviv13 - 04 Jan 2012 22:02

🔴 **Warning: Spoiler!**[Mr.chance]

▢ #Requirement section

▢ required = 100

▢ maximum = 0

▢ #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";

[spoiler][code][Blood Thirster]

#Requirement section

required = 2350

maximum = 0

#Restrict section

restrictmap = "";

restrictteam = 0

restrictitem = "";

teamlimit = 1

#Other info

author = "DeagleGameOn";

desc = "You will drink their blood";

spawncmd = "es_tell event_var(userid) Go and drink their blood";

deathcmd = "es_tell event_var(userid) Are you drunk?";

roundstartcmd = "";

roundendcmd = "";

preloadcmd = "";

allowonly = "";

onchange = "";

racecategory = "";

#Skill information

numberofskills = 4

numberoflevels = 5

skillnames = "Vampire|Blood speed|Blood dizzy|Blood teleport";

skilldescr = "You gain hp by eating the enemy|you gain speed|you make the enemy shake|You can teleport";

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

skillneeded = "0|0|0|8";

#Skill specific information

[[skill1]]

setting = "es_xset wcs_divider 4|es_xset wcs_divider 3.5|es_xset wcs_divider 3.0|es_xset
wcs_divider 2.0|es_xset wcs_divider 1.5";

racealias_us1 = "es_set wcs_dmg event_var(dmg_health);if (server_var(wcs_game) == dod) then
es_xset wcs_dmg event_var(damage);es_xmath wcs_dmg float;es_math wcs_dmg /
server_var(wcs_divider);es wcs_decimal wcs_dmg server_var(wcs_dmg);es wcs_setfx health
event_var(attacker) + server_var(wcs_dmg) 0;es wcs_xcentertell event_var(attacker) c_leeched_a dmg
server_var(wcs_dmg);es wcs_xcentertell event_var(userid) c_leeched_v dmg
server_var(wcs_dmg)";

cmd = "if (server_var(wcs_dice)

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Re: New race

Posted by masteraviv13 - 04 Jan 2012 22:30

Okey React answered,

i got the private server,

but he needs permission from and admin to put my races on 🙄

so ehm,

Any admin online now ? 🙄

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Re: New race

Posted by colin1uk - 04 Jan 2012 23:03

sure test em out and see if they work.

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Re: New race

Posted by masteraviv13 - 05 Jan 2012 10:36

colin1uk wrote:

sure test em out and see if they work.

thanks! 😊

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Re: New race

Posted by masteraviv13 - 05 Jan 2012 21:28

I tested them with Pooky,

and seeled to be 2 races OK,

the other 2 i will fix them ASAP,

will be for saturday, cuz tomorrow i'll be gone whole day 😊

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Re: New race

Posted by masteraviv13 - 07 Jan 2012 11:10

Heyy all,

I editted all the 4 races in my main post,

I hope some of you can put them on the testserver ^.^

regards

Matthias

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