

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";

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

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

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

roundendcommand = "";

preloadcommand = "";

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 - 08 Jan 2012 14:16

[spoiler][code][The Avatar]

#Requirement section

required = 0

maximum = 0

#Restrict section

restrictmap = "";

restrictteam = 0

restrictitem = "";

teamlimit = 0

#Other info

author = "Deaglegameon";

desc = "you are the best";

spawncmd = "Go And Destroy the enemy";

deathcmd = "Mission Failed";

roundstartcmd = "";

roundendcmd = "";

preloadcmd = "";

allowonly = "";

onchange = "";

racecategory = "";

#Skill information

numberofskills = 4

numberoflevels = 5

skillnames = "Burn|Freez|Shake|Fly";

skilldescr = "Fire : You can burn your enemy|Water : Freez him|Earth : You make the enemy shake!|Air: You can fly";

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

skillneeded = "0|0|0|15";

#Skill specific information

[[skill1]]

setting = "es_xset wcs_chance 15;es_xset wcs_time 1.5|es_xset wcs_chance 20;es_xset
wcs_time 2|es_xset wcs_chance 25;es_xset wcs_time 2.5|es_xset wcs_chance 30;es_xset wcs_time
3|es_xset wcs_chance 30;es_xset wcs_time 3.5";

racealias_bm4 = "es wcsx get health wcs_health event_var(userid);es_set wcs_damage
server_var(wcs_time);es_xmath wcs_damage * 5;if (server_var(wcs_health) >
server_var(wcs_damage)) then wcs_setfx burn event_var(userid) = 1 server_var(wcs_time);es wcs
damage event_var(userid) event_var(attacker) server_var(wcs_damage);wcs_xalias
racealias_bm4a";

racealias_bm4a = "es wcs_xtell event_var(userid) r_flame attacker
event_var(es_attackername) victim event_var(es_username);es wcs_xtell event_var(attacker) r_flame
attacker event_var(es_attackername) victim event_var(es_username)";

#cmd = "if (server_var(wcs_dice)

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Re: New race

Posted by deN - 08 Jan 2012 16:48

why on earth dont you just edit your first post, instead of spamming the thread?

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Re: New race

Posted by masteraviv13 - 08 Jan 2012 19:02

hmm, maybe that's a good idea ;P

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