

## New race

Posted by masteraviv13 - 04 Jan 2012 18:48

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original post :

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

#Requirement section

required = 2350

maximum = 0

#Restrict section

restrictmap = &quot;&quot;;

restrictteam = 0

restrictitem = &quot;&quot;;

teamlimit = 1

#Other info

author = &quot;DeagleGameOn&quot;;

desc = &quot;You will drink their blood&quot;;

spawncommand = &quot;es\_tell event\_var(userid) Go and drink their blood&quot;;

deathcommand = &quot;es\_tell event\_var(userid) Are you drunk?&quot;;

roundstartcommand = &quot;es\_msg #multi #lightredThe round #greenStarted!&quot;;

roundendcommand = &quot;&quot;;

preloadcommand = &quot;&quot;;

allowonly = &quot;&quot;;

onchange = &quot;&quot;;

racecategory = &quot;&quot;;

#Skill information

numberofskills = 4

numberoflevels = 6

skillnames = &quot;Vampire|Blood speed|Blood dizzy|Blood teleport&quot;;

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

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

skillneeded = &quot;&quot;;

#Skill specific information

[[skill1]]

setting = &quot;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&quot;;

racealias\_us1 = &quot;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&quot;;

cmd = &quot;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&quot;;

sfx = &quot;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

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[spoiler][code][The Avatar ]

#Requirement section

required = 0

maximum = 0

#### #Restrict section

restrictmap = &quot;&quot;;

restrictteam = 0

restrictitem = &quot;&quot;;

teamlimit = 0

#### #Other info

author = &quot;Deaglegameon&quot;;

desc = &quot;you are the best&quot;;

spawncmd = &quot;Go And Destroy the enemy&quot;;

deathcmd = &quot;Mission Failed&quot;;

roundstartcmd = &quot;&quot;;

roundendcmd = &quot;&quot;;

preloadcmd = &quot;&quot;;

allowonly = &quot;&quot;;

onchange = &quot;&quot;;

racecategory = &quot;&quot;;

#### #Skill information

numberofskills = 4

numberoflevels = 5

skillnames = &quot;Burn|Freez|Shake|Fly&quot;;

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

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

skillneeded = &quot;0|0|0|15&quot;;

#Skill specific information

[[skill1]]

setting = &quot;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&quot;;

racealias\_bm4 = &quot;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&quot;;

racealias\_bm4a = &quot;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)&quot;;

#cmd = &quot;if (server\_var(wcs\_dice)

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## Re: New race

Posted by deN - 08 Jan 2012 16:48

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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

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hmm, maybe that's a good idea ;P

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