Racepack :)

Posted by masteraviv13 - 22 Jan 2012 19:26

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Hey all,

I made myself a little race pack ! (7races)

If -twk- thinks it's usefull on their server, you guys can use it.

I also uploaded screenshots of 2 races, of effects i really really like!

the screenshots of effects are from The green man and ChoGath

Screenshots 1-5 = Chogath

Screenshots 6-8 = The green man

Racepack consists:

Races:

Human Enemy

Warning: Spoiler!Skill 1: Usain Bolt Speed(speed)

Skill 2: Belgium Winter Freeze(freeze)

Skill 3: Belgium summer burn(burn)

Skill 4: X-teleport(ultimate-teleport)

Elictric Shadow Vayne - With skin

Warning: Spoiler!Skill 1: Electric Shock(damage)

Skill 2: Dark Poison(Poison)

Skill 3: Pushback(push your enemy backwards)

Skill 4: Dark suicide(explode on death)

Skill 5: Dark finish(call them back to kill them again)

Skill 6: Dark Speed(ultimate-speed)

The juggernaut

Warning: Spoiler!Skill 1: Evade(evade)

Skill 2: Mirror Damage(mirror damage)

Skill 3: Cure(cure from wounds)

Skill 4: Imortal(ultimate-immortal

The survivor

Warning: Spoiler!Skill 1: Reinforcements(weapons@spawn)

Skill 2: Speed(speed)

Skill 3: Longjump(longjump)

Skill 4: Healing Wave(You heal repeatly)

Skill 5: Indistructable(ultimate-imortality)

The green Man

Warning: Spoiler!Skill 1: Green Invis(invis)

Skill 2: Green Poison(poison)

Skill 3: Green Speed(speed)

Skill 4: Green Weapons(weapons@spawn - M4a1-Deagle)

skill 5: Clone Defense(when hit, create clone wall)

Skill 6: Green Lightning(ultimate- A thunderstrike that damages)

ChoGath

Warning: Spoiler!Skill 1: Spikes(damage)

Skill 2: Knock Up(impale)

Skill 3: Tank(Health)

Skill 4: Cho'Gath Rage(ultimate-Speed)

Terminator

Warning: Spoiler!Skill 1:Damage Wave(damage)

Skill 2: Slow Wave(Slowing down)

Skill 3: Speed Wave(speed)

skill 4: Freeze Lmao(ultimate-freeze)

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Re: Racepack :)
Posted by reacT - 23 Jan 2012 11:06

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It's League of Legends, it's a cess pool of CS skill draining xD

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Re: Racepack :)
Posted by masteraviv13 - 23 Jan 2012 16:17

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yeah just like Pokémon,

there exists a pokémon warcraft server,

these are commands :

wcs- poke

changerace -changepokemon

raceinfo -Pokeinfo

stuff like this 😊

and all races are pokémons 😊

And yeah Lol is a good source of skill ideas for scrypters,

like cho'gath

and my elictric shadow vayne,

the original is just vayne, but tried hard to make the skills in wcs, but didn't figgered that out yet, so replaced them fot others :3

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Re: Racepack :)
Posted by masteraviv13 - 23 Jan 2012 16:19

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@ substicks,

sounds great, would already be pleased with 3vs3 😊

Wath people you guys play with? I mostly like Nasus,

when you take the rights skills, the class is overpowered -.-

I won a 1vs3 with nasus,

me against Master Yi, Teemo and warwick 😊

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Re: Racepack :)
Posted by Chifilly - 23 Jan 2012 16:34

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Well I barely play, but the only champion (they are champions in LoL right?) I bought was Morgana, and she's alright for the way I play 😊
(and I think she's in LoL and not HoN, otherwise I'm screwed xD)

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Re: Racepack :)
Posted by masteraviv13 - 23 Jan 2012 16:37

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ohhh,

Sorry sorry!

IO just saw I forgot to edit one race -.- accidently removed the settings and cmd of that race ;3

The last race (Terminator)

skill 4 should be like this :

[spoiler][code] [[skill4]]

  setting   = "es_xset wcs_radius 400;es_xset wcs_freezetime 6|es_xset wcs_radius 450;es_xset wcs_freezetime 7|es_xset wcs_radius 500;es_xset wcs_freezetime 8|es_xset wcs_radius 550;es_xset wcs_freezetime 9|es_xset wcs_radius 600;es_xset wcs_freezetime 10"

  cmd   = "es_xdoblock wcs/tools/ultimates/default/wcs_ulti_roots"

sfx   = "es_xset wcs_x3 0;es_xset wcs_y3 0;es_xset wcs_z3 0;es_xset wcs_x4 0;es_xset wcs_y4 0;es_xset wcs_z4 0;es playerget viewcoord event_var(userid) wcs_x1 wcs_y1 wcs_z1;es playerget viewcoord event_var(userid) wcs_x2 wcs_y2 wcs_z2;if (server_var(wcs_dice)

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Re: Racepack :)
Posted by masteraviv13 - 25 Jan 2012 12:00

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Hey Wcsadmins 😛

In my post I said that you are free to do wathever you want with this ☺

so my question is ☺
Will you guys do anythign with it? ☺

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Re: Racepack :)

Posted by substick - 25 Jan 2012 17:12

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I mostly play Rammus, Ezreal, Anivia and a few others

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Re: Racepack :)

Posted by substick - 26 Jan 2012 08:23

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masteraviv13 wrote:

Hey Wcsadmins

In my post I said that you are free to do wathever you want with this

so my question is
Will you guys do anythign with it?

Yes I am double posting
but I was want him to see this; the thing is masteraviv, we are trying to make a perfect server right now; we don't want anything to be overpowered like it was on the first server which is why we are mainly making new races and keeping the stock races on there. It's really good that you are making races etc and we will at least test them for you when we have time, well when Conell has the time; the only thing is, from what I have heard, your races are a bit overpowered and times and would probably need a bit of modifying to at least make it balanced from what we are going to have on the server. Whether we will put them on the server in the end is debatable but we will see
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Re: Racepack :)

Posted by DommyBearr - 26 Jan 2012 11:02

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I'm getting into it as well now. Mind if i try and make some moderate races? would be really good practice for me, and a massive ego boost if they ended up on the server.
I've noticed that the max level required race is roughly 1700 ish. So could think about upping the capacity a bit!

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Re: Racepack :)

Posted by VooDoo - 26 Jan 2012 14:58

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DommyBearr wrote:

Mind if i try and make some moderate races?

I'm sure Conall wouldn't mind testing them, although.. I would suggest making them well, weak races.

DommyBearr wrote:

I've noticed that the max level required race is roughly 1700 ish. So could think about upping the capacity a bit!

Well, we are not making races for the server you think we are.. the server that you play at the moment is quite frankly.. bugged to s**t, so at the moment Conall and a few others are all working together to make a whole new server that will be almost bug-free, that way it will be easier to maintain.

The new server is having skills that don't make huge differences to the server this is unlike the current server which every race allows you to do immense damage, silly ability's and so many overpowered and ridiculous skills, with the new server the races will be fairly simple, fairly weak and not too crazy.

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