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 masteraviv13 - 26 Jan 2012 17:27

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well yeah substick, my races are a little overpowered,

But it's 5 minutes work to lower all the chances of activasion & the amount of damage?

Can do it that way ;D

but 1 thing i call funny,

people want always a balanced server
but a server can't be balanced..

in some people's eyes the server will always be overpowered or underpowered..

And the fact i really don't like is people talking about people using opraces which are higher level,

I should say give the races which are higher level at least a little bit more power :/

and btw i do'nt make "only" overpowered races :/

my X-spider xD

just has weblines, slow, poison andno damage from ground, is this op? :/

and btw, i'm busy now with making 10 races with cool effects and they wont be OP ;d

because i don't really care about a race which is OP

I mostly like playing the races with awesome effects

DOUBLE POST : @ substick

I only play 2 different characters anymore xd

when 3vs3 Nasus

when 5vs5 Xin zhao

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Re: Racepack :)

Posted by DommyBearr - 26 Jan 2012 19:40

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The new server will be more to do with skill than the actual race used. Bringing skill back to wcs is what's been needed all along.

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Re: Racepack :)

Posted by masteraviv13 - 26 Jan 2012 19:49

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Re: Racepack :)
Posted by masteraviv13 - 26 Jan 2012 20:57

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Hey guys,

Here is my last race, which i've been working on a few days 😬

[spoiler][code][Thunder Man]

  required   = 0

  maximum   = 0

  restrictmap   = ""

  restrictteam   = 0

  restrictitem   = "helmp|helme"

  teamlimit = 0

  author   = "deaglegameon"

  desc   = ""

  spawncmd   = "es wcsgroup set iron_jet event_var(userid) 0;es_xdoblock wcs/addons/effect/yellowspawn"

  deathcmd   = ""

  roundstartcmd   = ""

  roundendcmd   = ""

  preloadcmd   = ""

  allowonly   = ""

```
   onchange          = &quot;&quot;



   numberofskills    = 4

   numberoflevels    = 6

   skillnames        = &quot;Thunder Armor|Lightning Speed|lightning Hands|Thunder fly&quot;

   skilldescr        = &quot;Attacks can reflect off your armor.|Using your Ion Lasers you get a boost in
speed.|You shoot your Ion Lasers at the enemy to cause damage.|Using your jetpack you fly while
gaining speed.&quot;

   skillcfg          = &quot;player_victim|player_spawn|player_attacker|player_ultimate&quot;

   skillneeded       = &quot;0|0|0|6&quot;



   racealias_iron010 = &quot;es wcs_setfx health event_var(userid) + event_var(dmg_health) 0;es_tell
event_var(userid) #multi #green[#lightgreenLightning Armor#green] #defaultYou evaded#darkgreen
event_var(dmg_health)#default damage.&quot;

   racealias_iron030 = &quot;es_set wcs_dmg event_var(dmg_health);es_xmath wcs_dmg float;es_math
wcs_dmg * server_var(wcs_multiplier);es_decimal wcs_dmg server_var(wcs_dmg);es wcs damage
event_var(userid) event_var(attacker) server_var(wcs_dmg);wcs_xalias racealias_iron031&quot;

   racealias_iron031 = &quot;es_centertell event_var(attacker) [Lightning Hands] You did
server_var(wcs_dmg) extra damage.&quot;



   [[skill1]]

      setting = &quot;es_xset wcs_chance 10|es_xset wcs_chance 20|es_xset wcs_chance 30|es_xset
wcs_chance 40|es_xset wcs_chance 42|es_xset wcs_chance 45&quot;

   cmd = &quot;if (server_var(wcs_dice)
```

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Re: Racepack :)

Posted by masteraviv13 - 26 Jan 2012 20:59

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this one shouldn't be OP ..

I got inspired by Iron man race, I changed a lot of it, But i even made chances of activasion lower...

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Re: Racepack :)

Posted by Nemx - 30 Jan 2012 13:20

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I did have LoL until it started giving me 'bugsplat' errors -.-

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Re: Racepack :)

Posted by masteraviv13 - 03 Feb 2012 19:38

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I also had a few errors a time ago :/

I could see other champions, minions and turrets, but the mpa was black!

when i pressed a ranged skill, (when i don't walk) map came back,

when i started walking map went black -.-

i'm glad it's fixed now (a new update helped me out)

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Re: Racepack :)

Posted by Nemx - 03 Feb 2012 21:03

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no update for mine up to yet

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Re: Racepack :)

Posted by masteraviv13 - 03 Feb 2012 21:12

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how long it's been ago since there was a update for you?

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