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noob tomb script
Moderator: D2BS Staff

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Author	Message
thrasher_88	**Post subject:** noob tomb script **Posted:** Sat Jan 17, 2015 7:07 am

thrasher_88

User

User

Joined: Fri Jul 23, 2010 7:31 am

tomb script Clears 3 tombs 123 .

Code: Select all

```
function NT_TalRashasTomb123()
{
    print("ÿc<Starting Tal Rasha's Tomb123 Script");

    if(!NTTM_CheckAct())
        throw new Error();

    NTTMGR_TownManager();
```

```
print("ÿc8Going to Canyon of the magi, Tal Rasha's Tomb 1");
if(!NTTM_TownMove("waypoint"))
    throw new Error();

if (!NTM_UsePortal("Waypoint", 46))
{
    print("ÿc8Seems we do not have the waypoint, Lets go get it! Traveling to World Stone Keep Level 2");
    NTM_TravelTO(46);

    print("ÿc8Interacting with Waypoint as we don't have it.");
    NTM_GotoWaypoint(46, true, 10000);
}
```

tombs 456

Code: Select all

```
function NT_TalRashasTomb456()
{
    print("ÿc<Starting Tal Rasha's Tomb456 Script");

    if(!NTTM_CheckAct())
        throw new Error();

    NTTMGR_TownManager();

    print("ÿc8Going to Canyon of the magi, Tal Rasha's Tomb 4");
    if(!NTTM_TownMove("waypoint"))
        throw new Error();

    if (!NTM_UsePortal("Waypoint", 46))
    {
        print("ÿc8Seems we do not have the waypoint, Lets go get it! Traveling to World Stone Keep Level 2");
        NTM_TravelTO(46);

        print("ÿc8Interacting with Waypoint as we don't have it.");
        NTM_GotoWaypoint(46, true, 10000);
    }
```

tomb 7 you could have it all in one but im not too good at making scrips so this is how i do it haha

Code: Select all

```
function NT_TalRashasTomb7()
{
   print("ÿc<Starting Tal Rasha's Tomb7 Script");

   if(!NTTM_CheckAct())
      throw new Error();

   NTTMGR_TownManager();

   print("ÿc8Going to Canyon of the magi, Tal Rasha's Tomb 7");
   if(!NTTM_TownMove("waypoint"))
      throw new Error();

   if (!NTM_UsePortal("Waypoint", 46))
   {
      print("ÿc8Seems we do not have the waypoint, Lets go get it! Traveling to World Stone Keep Level 2");
      NTM_TravelTO(46);

      print("ÿc8Interacting with Waypoint as we don't have it.");
      NTM_GotoWaypoint(46, true, 10000);
   }

   print("ÿc2Precasting");
```

only problem i found is sometimes when it tps in a wall and trys to make a town portal it cant. would be cool when it trys to town portal and fails it should re tp to a different spot and re try town portal.

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