

Ok here is a short guide to creating a Custom Buff e.g. ProtectionField (AC Buff).

First of all create an npc script which adds the stats you desire (can be more than one if you like :O) then add this script to the QFunction.txt file under the "[@Magic[colour=redMagicID Number[/color]]" MagicID number being the unique number for skills in your MagicDB.

Create or copy/paste a new skill into your MagicDB and give it the same ID (make sure its unique to other skills) as the one you assigned your script in the QFunction.

Once this is done you should be able to go ingame learn the skill and when its used it will run the script you created.

Now the fun bit 😊

Grab some images from other servers/Mir3/woool, open up your .wil editor and add those images to poission 0-20 in your CustomMagic.wil.

then grab the magic icons (for your magic window ingame) for these images and again using your .wil editor add those images to poission 540-541.

Once both of the above are done (oh and bare in mind the .wil is 24bit so dont need to convert colours).

Go back into your MagicDB find your new skill and change its "Effect" to 120.

Go ingame, use the skill and it should have the graphics you added along with the Icon you added into your CustomMagic.wil.

My revamped Protection Field Script:

Code:

```
[@Magic197]
#IF
CHECKNAMELIST ProField.txt
#ACT
break
#ELSEACT
goto @profield
break

[@profield]
#IF
CHECKSKILL ProtectionField < 1
#ACT
goto @level0
break

#IF
CHECKSKILL ProtectionField < 2
#ACT
goto @level1
break

#IF
CHECKSKILL ProtectionField < 3
#ACT
goto @level2
break
```

```
#IF
CHECKSKILL ProtectionField < 4
#ACT
goto @level3
break

[@level0]
#ACT
USEBONUSPOINT 4 + 3 15
ADDNAMELIST ProField.txt
delaygoto 15000 @remove0
goto @trainProField
sendmsg 6 "Armour Class Increased for 15 Seconds."
break

[@remove0]
#ACT
sendmsg 6 "Removed Increased Armour Class."
DELNAMELIST ProField.txt
break

[@level1]
#ACT
USEBONUSPOINT 4 + 5 25
ADDNAMELIST ProField.txt
delaygoto 25000 @remove1
goto @trainProField
sendmsg 6 "Armour Class Increased for 25 Seconds."
break

[@remove1]
#ACT
sendmsg 6 "Removed Increased Armour Class."
DELNAMELIST ProField.txt
break

[@level2]
#ACT
USEBONUSPOINT 4 + 6 36
ADDNAMELIST ProField.txt
delaygoto 36000 @remove2
goto @trainProField
sendmsg 6 "Armour Class Increased for 36 Seconds."
break

[@remove2]
#ACT
sendmsg 6 "Removed Increased Armour Class."
DELNAMELIST ProField.txt
break

[@level3]
#ACT
USEBONUSPOINT 4 * 7 50
ADDNAMELIST ProField.txt
delaygoto 50000 @remove3
sendmsg 6 "Armour Class Increased for 50 Seconds."
```

break

```
[@remove3]
#ACT
sendmsg 6 "Removed Increased Armour Class."
DELNAMELIST ProField.txt
break
```

Also this is my script to mimic the skill training of normal skills:

Code:

```
[@trainProField]
#IF
RANDOM 3 = 1
#ACT
TRAINSILL ProtectionField 1
#ELSEACT
goto @trainProField1
break
```

```
[@TrainProfield1]
#IF
RANDOM 3 = 2
#ACT
TRAINSILL ProtectionField 2
#ELSEACT
goto @TrainProfield2
break
```

```
[@TrainProfield2]
#IF
RANDOM 3 = 3
#ACT
TRAINSILL ProtectionField 3
#ELSEACT
goto @TrainProfield
break
```

Also add the following to your QManage found in the MapQuest folder:

Code:

```
[@Login]
#IF
CHECKNAMELIST ../market_def/ProField.txt
#ACT
goto @removefield
break
```

```
[@removefield]
#ACT
DELNAMELIST ../market_def/ProField.txt
break
```

Hope you enjoy and remember to post videos etc of uses with this feature, im hoping to see some real imagination come out of this.

Samuel