

Incremental Running

This code will allow the player to run faster over time until he stops.

Add all this code to your script file:

```
// SPRINT {

void AutoSprintInit ()
{
    AddTimer ( EMPTY, 1.0, "AutoSprintCheck" ); }

void AutoSprintCheck ( string &in asTimer )
{
    float pSpeed = GetPlayerSpeed();

    if ( pSpeed < 3.7f ) { AutoSprintNormalize(); }
    if ( pSpeed >= 3.8f ) { AutoSprintIncrease( pSpeed ); }

    AddTimer ( EMPTY, 1.0, "AutoSprintCheck" );
}

void AutoSprintIncrease ( float pSpeed )
{
    float fBonus = pSpeed * 0.4;
    float fBonusMax = 3;

    if ( fBonus > fBonusMax ) { fBonus = fBonusMax; }
    SetPlayerRunSpeedMul( fBonus );
}

void AutoSprintNormalize ()
{ SetPlayerRunSpeedMul( 1.0 ); }

// } SPRINT
```

Then add this line to your OnStart()

```
AutoSprintInit();
```

Try your map and start running.

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