Gatewren Race Gates & Time Trials

Race checkpoints and time trials for Roblox, exploit-checked · free preview of the $4.99 kit

Luau | .rbxmx | README | tests

A tested Luau race system: ordered gates from a Folder, a start line that restarts the clock, a server that re-checks every gate (order, distance and minimum split time), saved personal bests and best splits per course, live split deltas, a glowing next gate with an arrow, and a daily layout that is the same on every server.

Tested

11 of 11 tests pass, 5 Luau files compile with 0 failures (luau-web 1.4.0 (Luau compiled to WASM)).

Setup and use (the kit's own README)

```
# Gatewren: Race Gates & Time Trials

SETUP (2 minutes)
1. Move the "Gatewren" folder into ReplicatedStorage.
2. Move "GatewrenExample" into ServerScriptService and tick Enabled.
3. Move "GatewrenClient" into StarterPlayer > StarterPlayerScripts and tick Enabled.
4. Game Settings > Security > Enable Studio Access to API Services (personal bests save).
5. Press Play and run through the glowing gates around spawn.

YOUR OWN COURSE
- Put gate Parts in a Folder named 1, 2, 3 ... (or give each an "Order" attribute). The part's front
(LookVector)
  faces the direction of travel; its "Radius" attribute (or half its size) is the opening.
- Gatewren.course({ name = "City", gates = workspace.CityGates, maxSpeed = 220 })
  maxSpeed is the fastest a legit racer can go (studs/s): faster splits are rejected as exploits.
- course.finished:Connect(function(player, time, splits, isBest) end) -> pay rewards, post to a
leaderboard.
- Works on foot and in vehicles (the seat is the racer when sitting).

WHAT YOU GET
- Start line restarts the clock, gates must be taken in order, last gate finishes.
- Server re-checks every gate: order, distance to the gate and minimum split time.
- Personal best + best splits saved per course; live split deltas (+0.42 / -0.13) on screen.
- Next gate glows, an arrow points to it, a rising ping on every gate, "NEW BEST!" banner.
- Course.dailyOffsets(day, gateCount, spread) gives a daily layout that is the same on every server.

No require(id), no obfuscation, no remote loading. Licence: use in unlimited experiences, commercial
use
allowed; do not resell or share the code itself. (c) 2026 CyberMax.
```

Example script (ships in the kit)

```
-- Gatewren example (Script in ServerScriptService): builds an 8-gate running course around spawn and
prints
-- each finish. Swap the generated gates for your own Parts in a Folder named 1..N. (c) 2026
```

```
CyberMax.

local ReplicatedStorage = game:GetService("ReplicatedStorage")
local Gatewren = require(ReplicatedStorage:WaitForChild("Gatewren"):WaitForChild("Gatewren"))

local folder = Instance.new("Folder")
folder.Name = "DemoGates"
local R = 70
for i = 1, 8 do
        local a = (i - 1) / 8 * math.pi * 2
        local pos = Vector3.new(math.cos(a) * R, 8, math.sin(a) * R)
        local ahead = Vector3.new(math.cos(a + 0.1) * R, 8, math.sin(a + 0.1) * R)
        local gate = Instance.new("Part")
        gate.Name = tostring(i)
        gate.Anchored = true
        gate.CanCollide = false
        gate.Size = Vector3.new(16, 16, 0.5)
        gate.CFrame = CFrame.lookAt(pos, ahead) -- LookVector = direction of travel
        gate.Material = Enum.Material.Neon
        gate.Transparency = 0.55
        gate.Color = Color3.fromRGB(90, 110, 160)
        gate:SetAttribute("Radius", 9)
        gate.Parent = folder
end
folder.Parent = workspace

local course = Gatewren.course({ name = "Demo", gates = folder, maxSpeed = 60 }) -- running speed +
margin
course.finished:Connect(function(player, time, splits, isBest)
        print(("%s finished in %.2f s%s"):format(player.Name, time, isBest and " (new best)" or ""))
end)

Gatewren.start()
```

Licence

Gatewren Licence (unlimited Roblox experiences, commercial use; no redistribution of the code)

Get the full kit: https://cybermaxtools.com/store/gatewren/ · Roblox is a trademark of Roblox Corporation; this kit is made by CyberMax and is not affiliated with Roblox. © 2026 CyberMax.