

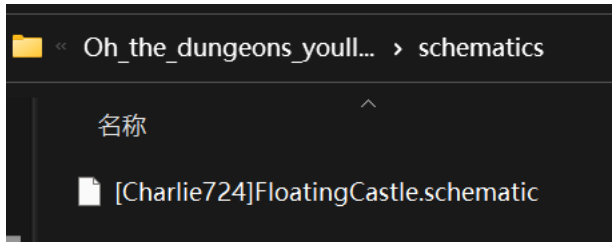
How to use JS script in OTD plugin?

Example: Create a custom dungeon with a MythicMob Boss

1. Download the schematic

Download from

<https://github.com/OhTheDungeon/OhTheDungeon/raw/main/docs/%5BCharlie724%5DFloatingCastle.schematic>, and put it in \plugins\Oh_the_dungeons_youll_go\schematics



And then add it into OTD. (input '/otd' -> "dungeon in normal world" -> (select a world) -> "custom dungeons" -> "Add Custom Dungeon")

As this dungeon is a floating castle, you may want to choose the type as 'sky'

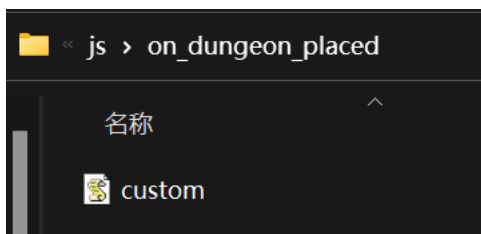
2. Write a 'on_dungeon_placed' script

Copy the file from

'\plugins\Oh_the_dungeons_youll_go\js\examples\on_dungeon_placed\custom.js', and put it into '\plugins\Oh_the_dungeons_youll_go\js\on_dungeon_placed\custom.js'

You could use any filename you want, just make sure that the file type is still js.

All the js file under 'on_dungeon_placed' folder will be executed one by one when a dungeon is placed.



The code is easy to understand, for a FloatingCastle dungeon, it will place a beacon in the middle of dungeon, and place a beacon in the middle of the dungeon, and next to the beacon, it will place a script spawner.

A script spawner is a spawner that when active, it won't spawn any mobs. Instead, it will execute the script you want.

Here the script is `spawn_boss.js`

```
function on_dungeon_placed(world, centerx, centery, centerz, chunks, type, custom) {  
    var DungeonType = Java.type("otd.world.DungeonType");  
    if(type == DungeonType.CustomDungeon) {  
        if(custom == "[Charlie724]FloatingCastle.schematic") {  
            var BlockUtils = Java.type("otd.script.utils.BlockUtils");  
            var Location = Java.type("org.bukkit.Location");  
            var center = new Location(world, centerx, centery, centerz);  
            var Material = Java.type("org.bukkit.Material");  
            BlockUtils.placeBlock(center, Material.BEACON);  
  
            var center1 = new Location(world, centerx, centery + 1, centerz);  
            BlockUtils.placeScriptSpawner(center1, "spawn_boss.js");  
        }  
  
        var Bukkit = Java.type("org.bukkit.Bukkit");  
        Bukkit.broadcastMessage("loc: " + centerx + ", " + centery + ", " + centerz);  
    }  
}
```

3. Create the script for spawner

Copy the file from `plugins\Oh_the_dungeons_youll_go\js\examples\ spawner_scripts\ spawn_boss.js`, and put it into `plugins\Oh_the_dungeons_youll_go\js\ spawner_scripts\ spawn_boss.js`

You should keep the name the same as what you set in the previous script.

Here `MobUtils.spawnCustomMythicMobs` is how we create a MythicMobs Boss. You need to make sure you have `SkeletonKing` in you MythicMobs mobs list.

```
function spawner_action(loc) {  
    var x = loc.getBlockX();  
    var y = loc.getBlockY();  
    var z = loc.getBlockZ();  
  
    var MobUtils = Java.type("otd.script.utils.MobUtils");  
    MobUtils.spawnCustomMythicMobs(loc, 'SkeletonKing');  
    var Bukkit = Java.type("org.bukkit.Bukkit");  
    Bukkit.broadcastMessage("A Boss spawn at " + x + ", " + y + ", " + z);  
}
```

4. Reload the script in OTD

In the terminal, input `otd_reload_scripts`, you should see all files are loaded with no error

```
> otd_reload_scripts  
[17:20:43 INFO]: Loading C:\Users\m  
o\js\on_dungeon_placed\custom.js  
[17:20:43 INFO]: Loading C:\Users\m  
o\js\spawner_scripts\spawn_boss.js
```

5. Test it

Go into the world, and type `/otd_place custom``, select the floating castle.

In the middle you'll see a spawner next to a beacon. And when active (or break by player), it will spawn a BOSS

