

```

1 # Long prng::uuidToSeed(String uuid, Long modulo)
2
3 @using prng
4 @player Hello? test
5
6 @define Long seed = 01
7
8 @define Boolean boo3 = true
9
10 @var myNamespace::myObj.myMethod(0, 2, 3)
11
12 @var myNamespace::myFunction("test")
13
14 @var seed = normalize(seed).toLowerCase().length()
15
16 @define String hex = "0123456789abcdef"
17 @define String test_string = "seed is {{seed}}"
18 @define Int j = 0
19
20 @var uuid = uuid.replace("-", "").toLowerCase()
21 @define Int l = uuid.length()-9
22
23 @for Int i in list::range(0,l)
24     @player loop iteration {{i}}
25     @var j = l-i-1
26     @var seed = (seed + hex.indexOf(uuid.substring(j, j+1))
27         ↪ * pow(16l, i)) % modulo
28
29 @done
30
31 @define Box box = Box()
32
33 @return seed

```

```

1 @namespace myNamespace
2     # myFunc documentation
3     Double myFunc(Player player, Item item)
4     myVoidFunc()
5     # myVar documentation
6     Double myVar
7
8     # myClass documentation
9     @class MyClass
10         # constructor

```

```
11         MyClass(Double value)
12         # another constructor
13         MyClass(Double value1, Double value2)
14         # field
15         Double x
16         # getter
17         Double getX()
18         # setter
19         setX(Double newValue)
20         myNamespace::MyClass getMyClass()
21     @endclass
22 @endnamespace
```