



## Introduksjon

Her er noen korte oppgaver som gjør kule ting i Minecraft. Det er kjapt å kode disse moddene så de kan brukes innimellom andre større oppgaver.

De er ikke forklart i detalj så de passer best for de som har litt erfaring med Learn To Mod.

## Megaskilt

```
function main
  set d to new Drone
  Move Drone d in direction forward distance 10
  Move Drone d in direction left distance 10
  Move Drone d in direction up distance 10
  js d.blocktype("Kodeklubben", blocks.tnt, blocks.ice);
```

## Regnbue

```
function main
  set d to new Drone
  set bredde to 30
  Move Drone d in direction up distance 1
  js d.rainbow(bredde);
```

## Lage spor

```
function main
  set materiale to "38:4"
  do function function lagspor when player_move Event happens

function lagspor
  set d to new Drone
  Move Drone d in direction backward distance 1
  Drone d places block of type materiale
```

## Pig Zombie

```

function main
  set d to new Drone
  Move Drone d in direction up distance 1
  Move Drone d in direction forward distance 3
  Drone d spawns mob of type EntityType pig
  World strike lightning at location of d

```

## Monster

```

function main
  set d to new Drone
  Move Drone d in direction up distance 1
  Move Drone d in direction forward distance 8
  repeat 10 times
    do
      Drone d spawns mob of type EntityType creeper
      Drone d spawns mob of type EntityType zombie

```

## Monster kamp

```

function main
  set d to new Drone
  Move Drone d in direction up distance 1
  Move Drone d in direction forward distance 5
  klynge
  startkamp

```

```

function klynge
  repeat 5 times
    do
      Drone d spawns mob of type EntityType creeper
      Drone d spawns mob of type EntityType zombie

```

```

function startkamp
  Remove all items from player me
  Give 1 of item type DIAMOND_SWORD to player me
  js (me).setGameMode(org.bukkit.GameMode.getByValue(0));

```