



# Noen kule modder



Nybegynner



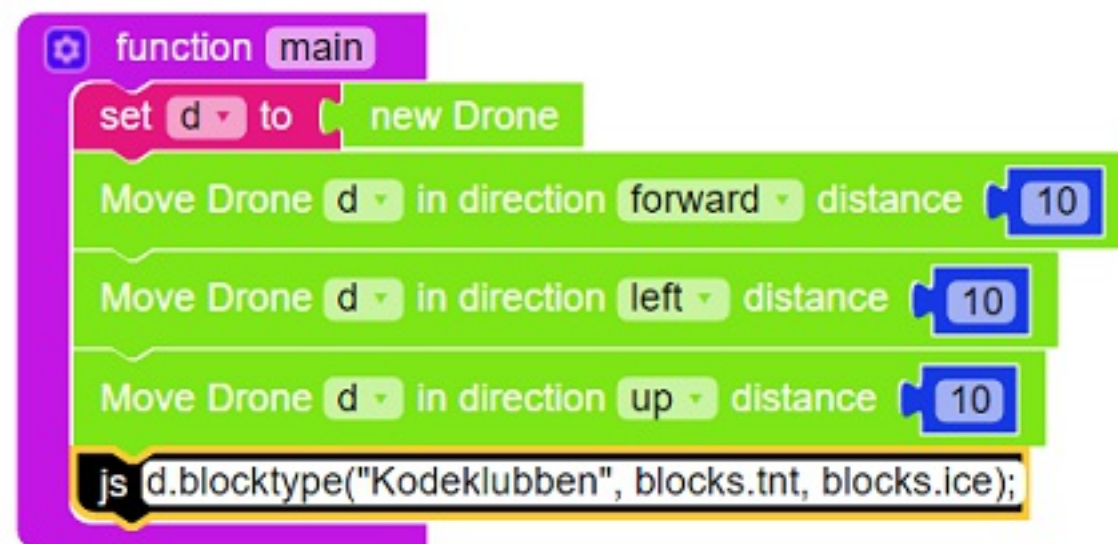
Learn To Mod

## Introduksjon

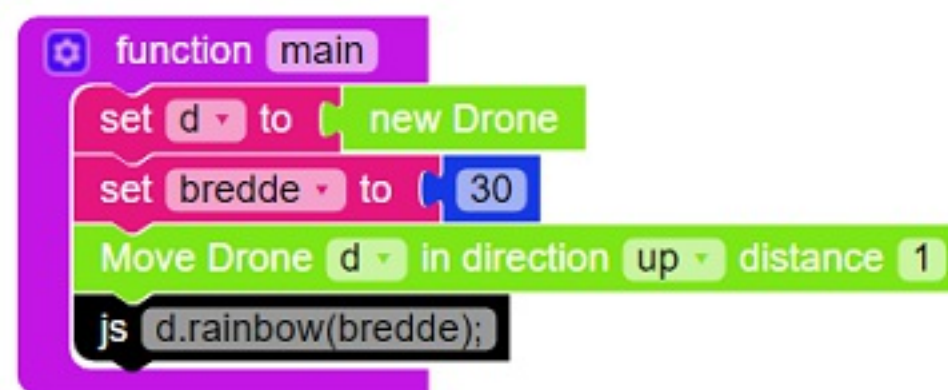
Her er noen korte oppgaver som gjør kule ting i Minecraft. Det er kjapt å kode disse moddene så de kan brukes innimellom andre større oppgaver.

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

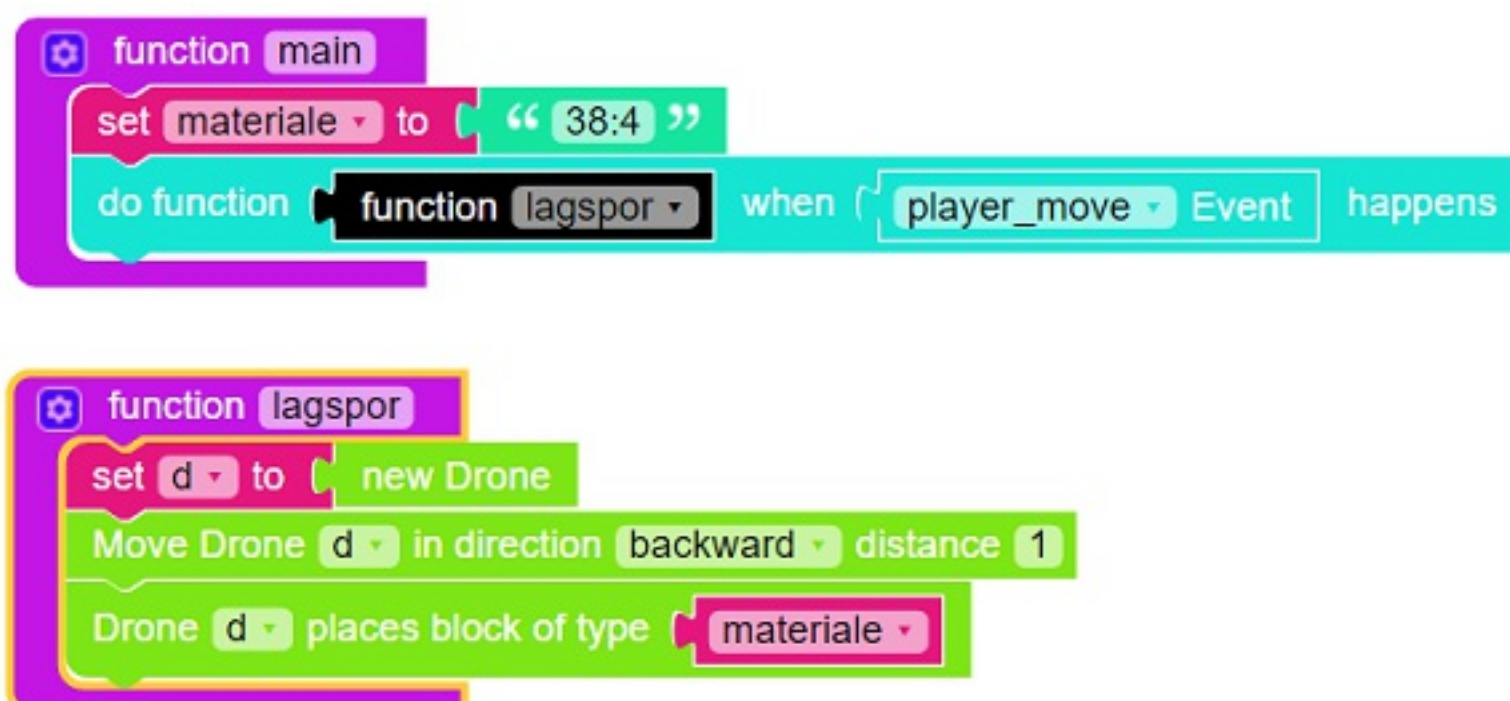
## Megaskilt



## Regnbue



## Lage spor



## 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));

```