Noen kule modder
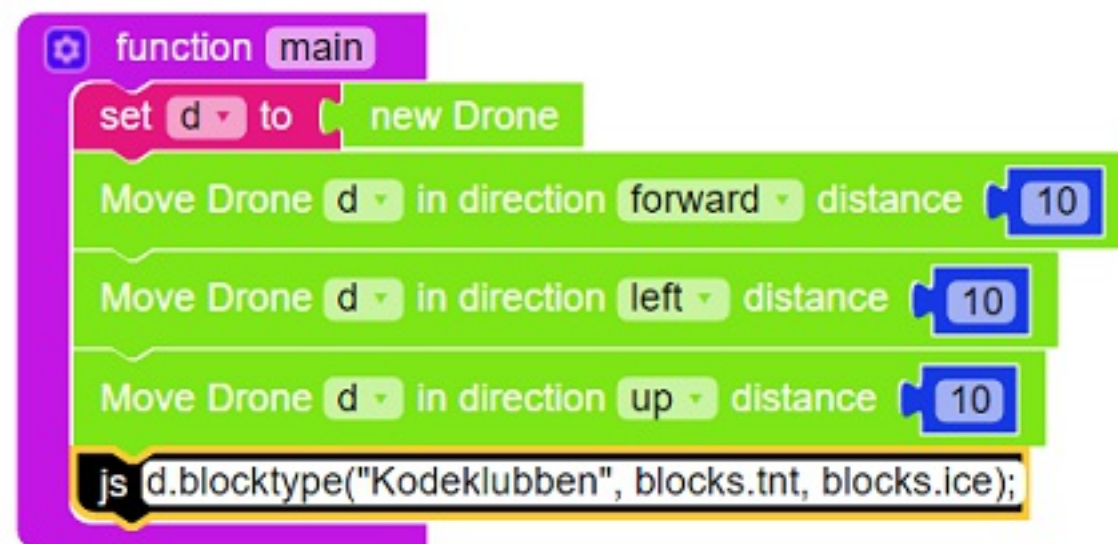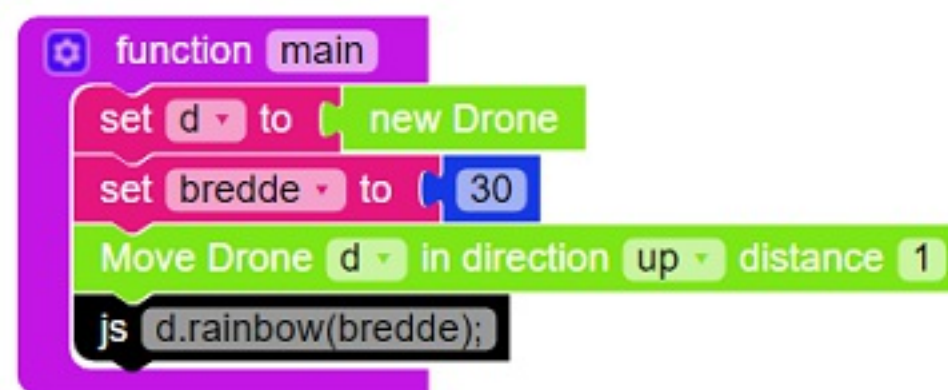
Introduksjon

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.
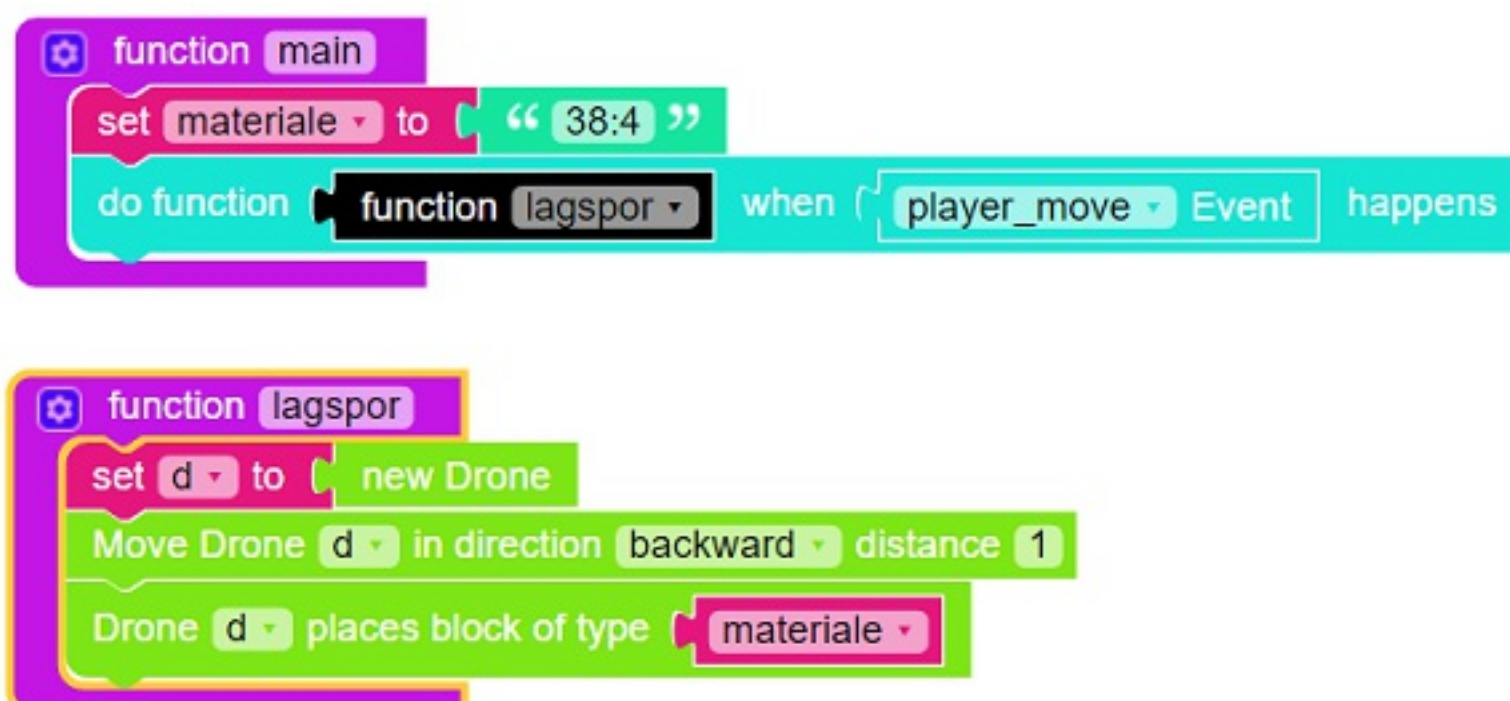
Megaskilt

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));
```