Noen kule modder

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Kurs: Learntomod

Tema: Blokkbasert, Minecraft Fag: Programmering, Teknologi

Klassetrinn: 1.-4. klasse, 5.-7. klasse, 8.-10. klasse

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 do to new Drone
 Move Drone d in direction up distance 1
 Move Drone d in direction forward distance 5
 klynge
 startkamp
function klynge
              times
  repeat 📜 5
  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 of item type DIAMOND SWORD
                                            to player ( me
  js (me).setGameMode(org.bukkit.GameMode.getByValue(0));
```

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