

#### 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 dv to ( new Drone

Move Drone dv in direction forwardv distance (10)

Move Drone dv in direction leftv distance (10)

Move Drone dv in direction upv distance (10)

js d.blocktype("Kodeklubben", blocks.tnt, blocks.ice);
```

### Regnbue

```
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 to ( la
```

## Pig Zombie

```
set dv to ( new Drone

Move Drone dv in direction upv distance 1

Move Drone dv in direction forwardv distance 3

Drone dv spawns mob of type (EntityType pigv

World strike lightningv at ( location of ( dv
```

#### Monster

```
function main

set dv to new Drone

Move Drone dv in direction upv distance 1

Move Drone dv in direction forwardv distance 8

repeat 10 times

do Drone dv spawns mob of type EntityType creeperv

Drone dv spawns mob of type EntityType zombiev
```

## 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 filem type DIAMOND_SWORD
                                            to player ( me
  s (me).setGameMode(org.bukkit.GameMode.getByValue(0));
```

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