



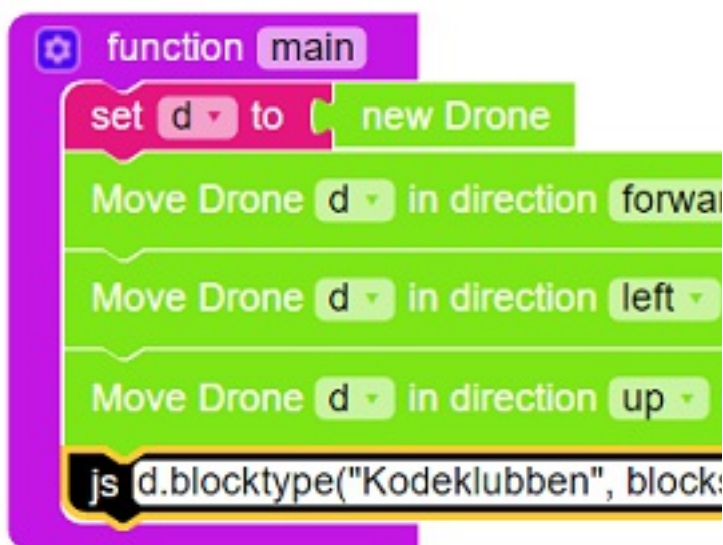
Noen kule modder

Introduksjon

Her er noen korte oppgaver som gjør kule ting i Minecraft. Det er kjøpt andre større oppgaver.

De er ikke forklart i detalj så de passer best for de som har litt erfaring

Megaskilt



Regnbue

```

function main
  set d to new Drone
  set bredde to 30
  Move Drone d in direction u
  js d.rainbow(bredde);

```

Lage spor

```

function main
  set materiale to "38:4"
  do function function lagspor when (p

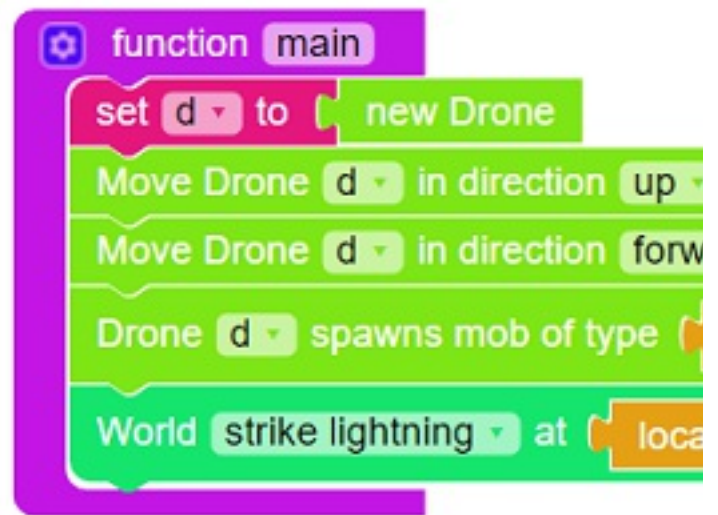
```

```

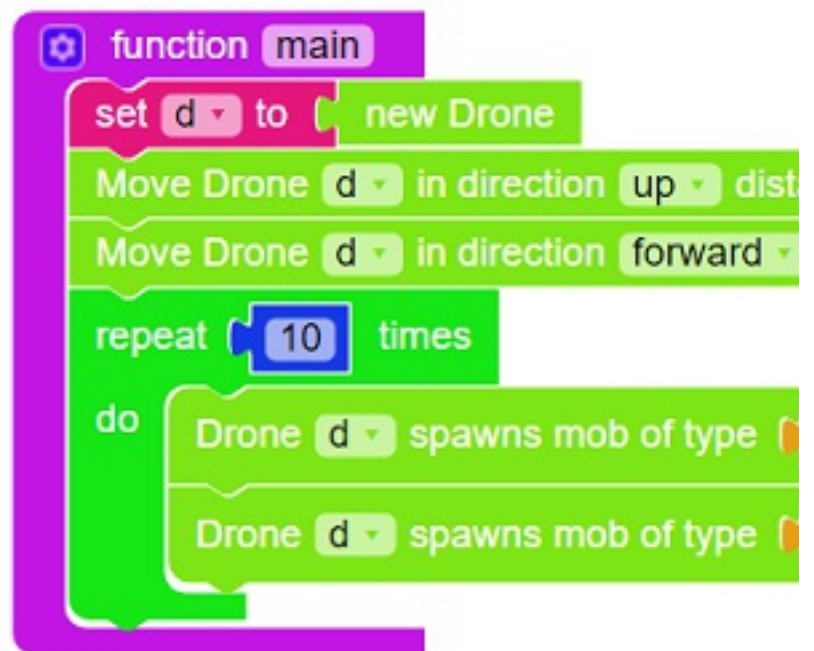
function lagspor
  set d to new Drone
  Move Drone d in direction backward dist
  Drone d places block of type materiale

```

Pig Zombie



Monster



Monster kamp

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

```
function klynge
  repeat 5 times
    do
      Drone d spawns mob of type Ent
      Drone d spawns mob of type Ent
```

```
function startkamp
  Remove all items from player me
  Give 1 of item type DIAMOND_SWORD
  js (me).setGameMode(org.bukkit.GameMode.SURVIVAL)
```