# △ 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

```
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

```
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 ( happens )

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 v

World strike lightning at location of d
```

#### **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 dv to finew Drone

Move Drone dv in direction upv distance 1

Move Drone dv in direction forwardv distance 5

klynge
startkamp

function klynge

repeat 5 times

do Drone dv spawns mob of type EntityType creeperv

Drone dv spawns mob of type EntityType zombie

Prone dv spawns mob of type IntityType zombie

Of tunction 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));
```

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