

△ Noen kule modder

↓ LAST NED PDF

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
```

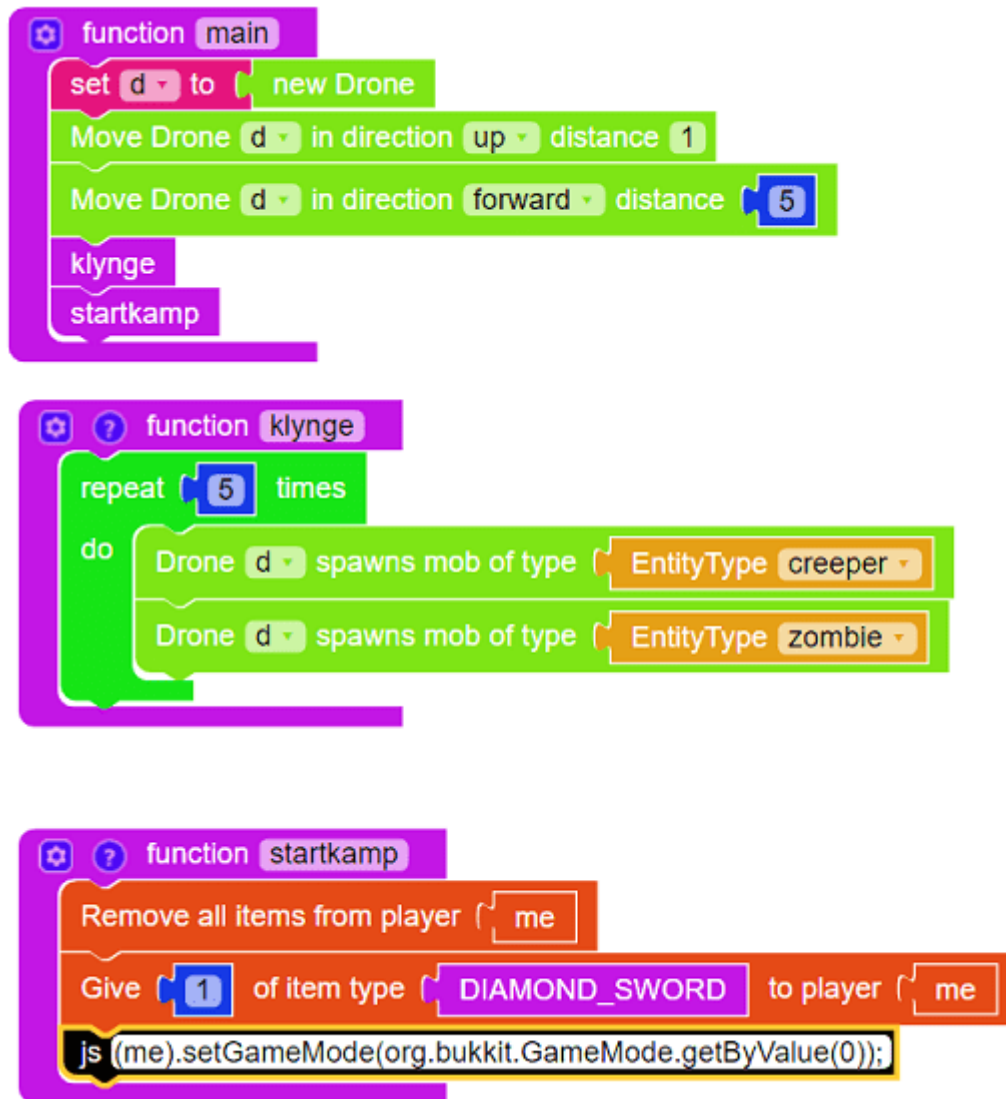
Pig Zombie

```
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



Lisens: CC BY-SA 4.0