About

位置 (-1920,9,-191)

呼び出し元 毎tick実行するコマンド群2

分岐先 習得スキル取得

レベルアップ時のスコアボードの書き換えや、新しいスキルの取得への分岐などを行う。

コマンド群

No.	コマンド
1	/scoreboard players add @a[score_ExpToLevel=0,score_Level=49] Level 1
2	/scoreboard players add @a[score_ExpToLevel=0] MPMax 1
3	/execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] MP = @a[c=1] MPMax
4	/scoreboard players set @a[score_ExpToLevel=0] MPMaxFlag 1
5	/execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] HPMax = @a[c=1] MPMax
6	/scoreboard players operation @a[score_ExpToLevel=0] HPMax /= #8 Const
7	/scoreboard players set @a[score_HPMax_min=51] HPMax 50
8	/scoreboard players set @a[score_ExpToLevel=0] CoolTickSpan -100
9	/execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] CoolTickSpan += @a[c=1] Level
10	/execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] MPIncrement = @a[c=1] MPMax
11	/scoreboard players operation @a[score_ExpToLevel=0] MPIncrement /= #50 Const
12	/scoreboard players operation @a[score_ExpToLevel=0] MPIncrement += #3 Const
13	/execute @a[score_ExpToLevel=0] ~ ~ ~ /playsound entity.player.levelup master @a[r=16] ~ ~ ~ 2 0.7 0
14	/execute @a[score_ExpToLevel=0] ~ ~ ~ /particle happyVillager ~ ~ ~ 1 2 1 0.001 100 normal
15	/execute @a[score_ExpToLevel=0] ~ ~ ~ /summon FireworksRocketEntity ~ ~ ~ {LifeTime:10,FireworksItem:{id:minecraft:fireworks,Count:1b,tag:{Fireworks:{Explosions:[{Type:1b,Flicker:true,Trail:true,Colors:[16752934],FadeColors:[16777215]},{Type:0b,Flicker:false,Trail:false,Colors:[16715021,16777215],FadeColors:[16777215]}]}}}}
16	/title @a[score_ExpToLevel=0] times 5 100 20

No.	コマンド
17	/title @a[score_ExpToLevel=0] subtitle [{"text":"現在のレベル : ","italic":"true"},{"score": {"name":"*","objective":"Level"},"bold":"true","italic":"false"}]
18	/title @a[score_ExpToLevel=0] title {"text":"LEVEL UP ！","color":"green","bold":"true"}
19	/scoreboard players tag @a[score_ExpToLevel=0,score_Level_min=1,score_Level=50,score_NextExp=349] add ShowNewSkill
20	/clone -1920 ~1 ~ -1920 ~6 ~ -1920 ~1 ~ filtered force minecraft:command_block 5 #習得スキル取得
21	/scoreboard players set #ReserveShowSkill Global 1
22	/scoreboard players set @a[score_ExpToLevel=0] RefreshHPMax 3
23	/execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] NextExp = @a[c=1] Level
24	/scoreboard players operation @a[score_ExpToLevel=0] NextExp *= #ExpMul Const
25	/execute @a[score_ExpToLevel=0] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel += @a[c=1] NextExp

詳細

1. ExpToLevelが0以下で、Levelが49以下であるプレイヤーのLevelを1に設定
2. ExpToLevelが0以下であるプレイヤーのMPMaxを1に設定、MPにMPMaxを代入、MPMaxFlagを1に設定、HPMaxにMPMaxを代入、HPMaxに8で割った時の商を代入
3. HPMaxが51以上であるプレイヤーのHPMaxを50に設定
4. ExpTolevelが0以下であるプレイヤーのCoolTickSpanを-100に設定、CoolTickSpanにLevelを足し合わせ、MPInvrementにMPMaxを代入
5. ExpTolevelが0以下であるプレイヤーのMPIncrementに50で割った時の商を代入、MPIncrementに3を足す
6. ExpTolevelが0以下であるプレイヤーの座標で演出の実行
7. ExpToLevelが0以上、Levelが1以上50以下、NextExpが349以下であるプレイヤーにShowNewSkillを付与
8. (-1920,10,-191)から(-1920,15,-191)にある習得スキル取得を実行
9. #ReserveShowSkillのGlobalを1に設定
10. ExpToLevelが0以下であるプレイヤーのRefreshHPMaxを3に設定、NextExpにLevelを代入、NextExpに7との積を代入、ExpToLevelにNextExpを足し合わせる