

レベルアップ処理

- 位置(-1920,9,-191)
- レベルアップ処理

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
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"}

No. コマンド

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