About

位置 (-1920,12,-192)

呼び出し元 毎tick実行するコマンド群2

現在ロードしている職業のスコアへの代入を行う。

コマンド群

No.	コマンド	状態
1	/execute @a[score_LoadJob_min=1,score_LoadJob=1] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] KnightLevel	
2	/execute @a[score_LoadJob_min=1,score_LoadJob=1] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] KnightToLevel	条件付き
3	/execute @a[score_LoadJob_min=1,score_LoadJob=1] ~ ~ ~ /playsound block.anvil.use master @a[r=16] ~ ~ ~ 1 0.78 0	条件付き
4	/execute @a[score_LoadJob_min=1,score_LoadJob=1] ~ ~ ~ /particle happyVillager ~ ~1 ~ 1 1 1 0 200 force	条件付き
5	/execute @a[score_LoadJob_min=2,score_LoadJob=2] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] NinjaLevel	
6	/execute @a[score_LoadJob_min=2,score_LoadJob=2] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] NinjaToLevel	条件付き
7	/execute @a[score_LoadJob_min=2,score_LoadJob=2] ~ ~ ~ /playsound entity.firework.large_blast_far master @a[r=16] ~ ~ ~ 1 0.7 0	条件付き
8	/execute @a[score_LoadJob_min=2,score_LoadJob=2] ~ ~ ~ /particle explode ~ ~1 ~ 1 1 1 0.1 200 force	条件付き
9	/execute @a[score_LoadJob_min=3,score_LoadJob=3] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] ArcherLevel	
10	/execute @a[score_LoadJob_min=3,score_LoadJob=3] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] ArcherToLevel	条件付き
11	/execute @a[score_LoadJob_min=3,score_LoadJob=3] ~ ~ ~ /playsound entity.arrow.hit master @a[r=16] ~ ~ ~ 1 0.7 0	条件付き
12	/execute @a[score_LoadJob_min=3,score_LoadJob=3] ~ ~ ~ /particle crit ~ ~1 ~ 1 1 1 1 200 force	条件付き
13	/execute @a[score_LoadJob_min=4,score_LoadJob=4] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] WhiteMageLevel	
14	/execute @a[score_LoadJob_min=4,score_LoadJob=4] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] WhiteMageToLevel	条件付き

No.	コマンド	状態
15	/execute @a[score_LoadJob_min=4,score_LoadJob=4] ~ ~ ~ /playsound entity.experience_orb.pickup master @a[r=16] ~ ~ ~ 1 1.08 0	条件付き
16	/execute @a[score_LoadJob_min=4,score_LoadJob=4] ~ ~ ~ /particle fireworksSpark ~ ~1 ~ 1 1 1 0.1 200 force	条件付き
17	/execute @a[score_LoadJob_min=5,score_LoadJob=5] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] BlackMageLevel	
18	/execute @a[score_LoadJob_min=5,score_LoadJob=5] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] BlackMageToLevel	条件付き
19	/execute @a[score_LoadJob_min=5,score_LoadJob=5] ~ ~ ~ /playsound entity.blaze.shoot master @a[r=16] ~ ~ ~ 1 0.65 0	条件付き
20	/execute @a[score_LoadJob_min=5,score_LoadJob=5] ~ ~ ~ /particle witchMagic ~ ~1 ~ 0.5 1 0.5 0.1 200 force	条件付き
21	/execute @a[score_LoadJob_min=6,score_LoadJob=6] ~ ~ ~ /scoreboard players operation @a[c=1] Level = @a[c=1] SummonerLevel	
22	/execute @a[score_LoadJob_min=6,score_LoadJob=6] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] SummonerToLevel	条件付き
23	/execute @a[score_LoadJob_min=6,score_LoadJob=6] ~ ~ ~ /scoreboard players operation @a[c=1] ExpToLevel = @a[c=1] SummonerToLevel	条件付き
24	/execute @a[score_LoadJob_min=6,score_LoadJob=6] ~ ~ ~ /particle enchantmenttable ~ ~1.5 ~ 0.1 0.6 0.1 4 300 force	条件付き
25	/execute @a[score_LoadJob_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] NextExp = @a[c=1] Level	
26	/scoreboard players operation @a[score_LoadJob_min=0] NextExp *= #ExpMul Const	
27	/scoreboard players set @a[score_LoadJob_min=0] CoolTickSpan -100	
28	/execute @a[score_LoadJob_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] CoolTickSpan += @a[c=1] Level	
29	/execute @a[score_LoadJob_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] CoolTickCounter = @a[c=1] CoolTickSpan	
30	/scoreboard players add @a[score_LoadJob_min=0] MPMaxFlag 0	
31	/execute @a[score_LoadJob_min=0] ~ ~ ~ /scoreboard players operation @a[c=1] Job = @a[c=1] LoadJob	
32	/scoreboard players set @a[score_LoadJob_min=0] ModeSkillA 0	
33	/scoreboard players set @a[score_LoadJob_min=0] ModeSkillB 0	
34	/scoreboard players set @a[score_LoadJob_min=0] InstantSkillA 0	

No.	コマンド	状態
35	/scoreboard players set @a[score_LoadJob_min=0] InstantSkillB 0	
36	/scoreboard players set @a[score_LoadJob_min=0] CurrentMode 0	
37	/scoreboard players set @a[score_LoadJob_min=0] CurrentModeCost 0	
38	/scoreboard players reset @a[score_LoadJob_min=0] LoadJob	

詳細

1. 各職業に対応するLoadJobの値であるプレイヤーのLevelに(Job)Levelを、ExpToLevelに(Job)ToLevelをそれぞれ代入し、職業にごとの音やパーティクルを表示
2. LoadJobが0以上であるプレイヤーを一人選択し、そのNextExpにLevelを代入
3. LoadJobが0以上であるプレイヤーのNextExpに#ExpMulのConst=7との積を代入、CoolTickSpanを-100に設定
4. LoadJobが0以上であるプレイヤーを一人選択し、CoolTickSpanにLevelを足し合わせ、CoolTickCounterにCoolTickSpanを代入
5. LoadJobが0以上であるプレイヤーのMPMaxFlagを0に設定
6. LoadJobが0以上であるプレイヤーを一人選択し、JobにLoadJobを代入
7. LoadJobが0以上であるプレイヤーのModeSkillA,ModeSkillB,InstantSkillA,InstantSkillB,CurrentMode,CurrentModeCostをそれぞれ0に設定
8. LoadJobが0以上であるプレイヤーのLoadJobを0に設定