

ジョブセーブ

- 位置(-1920,11,-192)
- (Job)Levelや(Job)ToLevelの保存

コマンド群

| No. | コマンド |
|-----|--|
| 1 | /execute @a[score_SaveJob_min=1,score_SaveJob=1] ~ ~ ~ /scoreboard players operation @a[c=1] KnightLevel = @a[c=1] Level |
| 2 | /execute @a[score_SaveJob_min=1,score_SaveJob=1] ~ ~ ~ /scoreboard players operation @a[c=1] KnightToLevel = @a[c=1] ExpToLevel |
| 3 | /execute @a[score_SaveJob_min=2,score_SaveJob=2] ~ ~ ~ /scoreboard players operation @a[c=1] NinjaLevel = @a[c=1] Level |
| 4 | /execute @a[score_SaveJob_min=2,score_SaveJob=2] ~ ~ ~ /scoreboard players operation @a[c=1] NinjaToLevel = @a[c=1] ExpToLevel |
| 5 | /execute @a[score_SaveJob_min=3,score_SaveJob=3] ~ ~ ~ /scoreboard players operation @a[c=1] ArcherLevel = @a[c=1] Level |
| 6 | /execute @a[score_SaveJob_min=3,score_SaveJob=3] ~ ~ ~ /scoreboard players operation @a[c=1] ArcherToLevel = @a[c=1] ExpToLevel |
| 7 | /execute @a[score_SaveJob_min=4,score_SaveJob=4] ~ ~ ~ /scoreboard players operation @a[c=1] WhiteMageLevel = @a[c=1] Level |
| 8 | /execute @a[score_SaveJob_min=4,score_SaveJob=4] ~ ~ ~ /scoreboard players operation @a[c=1] WhiteMageToLevel = @a[c=1] ExpToLevel |
| 9 | /execute @a[score_SaveJob_min=5,score_SaveJob=5] ~ ~ ~ /scoreboard players operation @a[c=1] BlackMageLevel = @a[c=1] Level |
| 10 | /execute @a[score_SaveJob_min=5,score_SaveJob=5] ~ ~ ~ /scoreboard players operation @a[c=1] BlackMageToLevel = @a[c=1] ExpToLevel |
| 11 | /execute @a[score_SaveJob_min=6,score_SaveJob=6] ~ ~ ~ /scoreboard players operation @a[c=1] SummonerLevel = @a[c=1] Level |
| 12 | /execute @a[score_SaveJob_min=6,score_SaveJob=6] ~ ~ ~ /scoreboard players operation @a[c=1] SummonerToLevel = @a[c=1] ExpToLevel |
| 13 | /scoreboard players reset @a[score_SaveJob_min=0] SaveJob |

詳細

1. SaveJobがそれぞれの職業のものと等しいプレイヤーの(Job)LevelにLevelを、(Job)ToLevelにExpToLevelをそれぞれ代入
2. SaveJobが0以上のプレイヤーのSaveJobを0に設定

