位置 (-1920,12,-197)

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\boldsymbol{H}	()	()		

トカルトコルデでの松明減少やトカルトエンカウントなどの処理を行う。

コマンド群

No. コマンド

	/tellraw @a[score_USBDimension_min=13,score_USBDimension=13,tag=ISFUnreached] [("text":"[辺境調査員] おや? 他の島からかい? 珍しいねぇ。\n これを持っ
1	取った。","with":[{"text":"松明","color":"aqua"}]},{"translate":"\n[辺境調査員] %2\$sは%1\$sで付け直せるからね。\n %3\$sが減ったら%1\$sのあるところまで戻るんだ
	明","color":"agua"}}}

- 2 /give @a[score_USBDimension_min=13,score_USBDimension=13,tag=ISFUnreached] minecraft:torch 64
- 3 /scoreboard players tag @a[score_USBDimension_min=13,score_USBDimension=13,tag=ISFUnreached] remove ISFUnreached
- 4 /execute @a[tag=RemoveTorch] ~ ~ ~ detect ~ ~0.5 ~ minecraft:water -1 /scoreboard players tag @a[c=1] add RemoveTorchInWater
- 5 /scoreboard players tag @a[tag=RemoveTorchInWater] remove RemoveTorchInWater {RootVehicle:{Entity:{id:Boat}}}
- 6 /clear @a[tag=RemoveTorchInWater] minecraft:torch 0 49
- 7 /scoreboard players set @a[tag=RemoveTorch] ItemCount -1
- 8 /clear @a[score_ItemCount=-1] minecraft:torch 0 1
- 9 /effect @a[tag=RemoveTorch,score_ItemCount=0] minecraft:instant_damage 1.1 true
- 10 /execute @a[tag=RemoveTorch,score_ItemCount_min=1] ~ ~ ~ /summon Item ~ ~ ~ {Item:{id:minecraft:lever,Count:1b,tag:{display:{Name:"\$7消えた松明",Lore:["\$r:
- 11 /scoreboard players tag @a[tag=RemoveTorch,score_ItemCount_min=1] add SaveTorch
- $12 \qquad / execute @a[tag=RemoveTorchInWater,score_ltemCount_min=1] \\ \sim \\ \sim / entitydata @e[dx=0,type=ltem,tag=OffTorch,c=1] \\ \{ltem: \{Count:50b\}\} \\ = (1 + 1) + (2 + 1)$
- 13 /scoreboard players tag @a[tag=RemoveTorchInWater,score_ItemCount_min=1] remove SaveTorch
- 14 /scoreboard players tag @a[tag=RemoveTorchInWater] remove RemoveTorchInWater
- 16 /execute @a[tag=RemoveTorch] ~ ~ ~ detect ~ ~8 ~ minecraftair 0 /scoreboard players remove @a[c=1] ISFEncount 1
- 17 /execute @a[tag=RemoveTorch,score_ISFEncount=0] ~ ~ ~ detect ~ ~8 ~ minecraft:air 0 /stats entity @a[c=1] set AffectedBlocks @a[c=1] ISFEncount
- 18 /execute @a[tag=RemoveTorch,score_ISFEncount=0] ~ ~ ~ detect ~ ~8 ~ minecraft.air 0 /testforblocks ~-1 ~1 ~-1 ~1 ~-1 ~1 ~8 ~1 ~-1 ~1 ~-1 masked

No.	コマンド
19	/stats entity @a[tag=RemoveTorch] clear AffectedBlocks
20	/execute @a[tag=RemoveTorch,score_ISFEncount=0] ~ ~ ~ /scoreboard players operation @a[c=1] ISFEncount -= @a[c=1] RndMWC
21	/scoreboard players tag @a[tag=RemoveTorch,score_ISFEncount=0] add UpdateRandom
22	/scoreboard players operation @a[tag=RemoveTorch,score_ISFEncount=0] ISFEncount %= #60 Const
23	/scoreboard players operation @a[tag=RemoveTorch,score_ISFEncount=0] ISFEncount -= #60 Const
24	/scoreboard players tag @a[tag=RemoveTorch,score_ISFEncount=0] add ISFEncount
25	/scoreboard players operation @a[tag=RemoveTorch,score_ISFEncount=0] ISFEncount *= #-1 Const

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/scoreboard players tag @a[tag=RemoveTorch] remove RemoveTorch

No. コマンド

 $[\{Value: "eyJ0ZXh0dXJlcyl6eyJTS0lOljp7lnVybCl6lmh0dHA6Ly90ZXh0dXJlcy5taW5lY3JhZnQubmV0L3RleHR1cmUvZmFhMTc1MGY2ZWYzMTRiYjM2Njg2YTlmN2VjNzcl2VylNzcl2V$ $[\{Name: "generic.maxHealth", Base: 40d\}, \{Name: "generic.followRange", Base: 48d\}, \{Name: "generic.knockbackResistance", Base: 0.0d\}, \{Name: "generic.movementSpeed", Base: 40d\}, \{Name: "generic.knockbackResistance", Base: 40d\}, \{Name: "generic.$ [{id:Guardian,Health:10f,Silent:true,DeathLootTable:"empty",CustomName:"照射装置",ActiveEffects:[{Id:14b,Amplifier:127b,Duration:2147483647,ShowParticles:false}] $\{Name: "generic.knockbackResistance", Base: 0.0d\}, \{Name: "generic.movementSpeed", Base: 0.0d\}, \{Name: "generic.attackDamage", Base: 3.0d\}], Passengers: [\{id: AreaEffectCamage | Base: 0.0d\}, \{Name: "generic.attackDamage", Base: 0.0d\}, \{Name$ {Weight:3,Entity:{Age:6000s,id:"XPOrb",Passengers:[{CustomName:"ランダムムーバー",DeathTime:19s,NoGravity:1b,Size:1,Silent:1b,DeathLootTable:"empty",AbsorptionAma $\{Name: "generic.followRange", Base:0d\}], Active Effects: [\{ld:1b,Amplifier:127b,Duration:999\}, \{ld:14b,Amplifier:127b,Duration:999\}, \{ld:20b,Amplifier:127b,Duration:999\}, \{ld:14b,Amplifier:127b,Duration:999\}, \{ld:14b,Amplifier:127b,Duration:990\}, \{ld:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifier:14b,Amplifi$ 者",Silent:true,DeathLootTable:"usb:entities/ice/mob2",ActiveEffects:[{ld:14b,Amplifier:127b,Duration:2147483647,ShowParticles:false},{ld:25b,Amplifier:-128b,Duration:2147483647,ShowParticles:false}, [ld:25b,Amplifier:-128b,Duration:2147483647,ShowParticles:false], [ld:25b,Amplifier:-128b,Duration:214748], [ld:25b,Amplifier:-128b,Duration:-128b,Duration:-128b,Duration:-128b,Duration:-128b,Dur [(Value:"eyJ0ZXh0dXJlcyl6eyJTS0lOljp7lnVybCl6lmh0dHA6Ly90ZXh0dXJlcy5taW5lY3JhZnQubmV0L3RleHR1cmUvMWYzOTQ5Mjk4OTExZGQzZjEwYjc2NmYxMTJkOW1cl2Ncylb2Ncylb2NdXJlcyl6eyJTS0lOljp7lnVybCl6lmh0dHA6Ly90ZXh0dXJlcy5taW5lY3JhZnQubmV0L3RleHR1cmUvMWYzOTQ5Mjk4OTExZGQzZjEwYjc2NmYxMTJkOW1cl2Ncylb2NdXJlcylb2NdXJ[{Name:"generic.maxHealth",Base:60d},{Name:"generic.followRange",Base:48d},{Name:"generic.knockbackResistance",Base:0.4d},{Name:"generic.movementSpeed",Base:0.4 [{id:Guardian,Health:10f,Silent:true,DeathLootTable:"empty",CustomName:"照射装置",ActiveEffects:[{Id:14b,Amplifier:127b,Duration:2147483647,ShowParticles:false}] $\{Name: "generic.knockbackResistance", Base: 0.0d\}, \{Name: "generic.movementSpeed", Base: 0.0d\}, \{Name: "generic.attackDamage", Base: 3.0d\}\}, Passengers: [\{id: AreaEffectCamage | Base: 0.0d], \{Name: "generic.attackDamage", Base: 0.0d], \{Name$ {Weight:2,Entity:{Age:6000s,id:"XPOrb",Passengers:[{CustomName:"ランダムムール゙~",DeathTime:19s,NoGravity:1b,Size:1,Silent:1b,DeathLootTable:"empty",AbsorptionAma $\{Name: "generic. follow Range", Base: 0d\}], Active \textit{Effects}: [\{ld:1b, Amplifier: 127b, Duration: 999\}, \{ld:14b, Amplifier: 127b, Duration: 999\}, \{ld:20b, Amplifier: 127b, Duration: 990\}, \{ld:20b, Amplifier: 127b, Amplifier: 127b,$ 強",Silent:true,DeathLootTable:"usb:entities/ice/mob3",ActiveEffects:[{ld:14b,Amplifier:127b,Duration:2147483647,ShowParticles:false},{ld:25b,Amplifier:-128b,Duratio $\{id:minecraft: iron_axe, Damage: 0s, Count: 0b\}], ArmorItems: \cite{the immer aft: chain mail_leggings}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b\}, \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0b], \cite{the immer aft: leather_chest plate}, Damage: 0s, Count: 0$ $\{ld: "058673a2-6a98-4392-a7b5-5a44f4543f91", Properties: \{textures: 148673a2-6a98-4392-a7b5-5a44f4543f91", Properties: \{textures: 148673a2-6a98-4392-a7b5-5a44f4543f91", Properties: \{textures: 148673a2-6a98-4392-a7b5-5a44f4543f91", Properties: \{textures: 148673a2-6a98-4392-a7b5-5a44f4543f91", Properties: \{textures: 148673a2-6a98-4392-a7b5-5a44f4543f91 \}$

[{Value:"eyJ0ZXh0dXJlcyl6eyJTS0lOljp7InVybCl6Imh0dHA6Ly90ZXh0dXJlcy5taW5IY3JhZnQubmV0L3RleHR1cmUvYTkwMjRkNmQ4MjYxOWYyN2YyNTk1NmRmMGJk [{Name:"generic.maxHealth",Base:100d},{Name:"generic.followRange",Base:48d},{Name:"generic.knockbackResistance",Base:0.6d},{Name:"generic.movementSpeed", [{id:Guardian,Health:10f,Silent:true,DeathLootTable:"empty",CustomName:"照射装置",ActiveEffects:[{Id:14b,Amplifier:127b,Duration:2147483647,ShowParticles:false}] {Name:"generic.knockbackResistance",Base:0.0d},{Name:"generic.attackDamage",Base:3.0d}],Passengers:[{id:AreaEffectC {Weight:1,Entity:{Age:6000s,id:"XPOrb",Passengers:[{CustomName:"5'yb" ¼b-l\"-",DeathTime:19s,NoGravity:1b,Size:1,Silent:1b,DeathLootTable:"empty",AbsorptionAm(Name:"generic.followRange",Base:0d}],ActiveEffects:[{Id:1b,Amplifier:127b,Duration:999},{Id:14b,Amplifier:127b,Duration:999},{Id:20b,Amplifier:127b,Duration:999},},id:20b,Amplifier:127b,Duration:999},},id:minecraft:diamond_sword,Damage:0s,Count:0b},{id:minecraft:diamond_chestplate,Damage:155ddf1a79f7",Properties:{textures:}

[{Value:"eyJ0ZXh0dXJlcyl6eyJTS0lOJjp7InVybCl6Imh0dHA6Ly90ZXh0dXJlcy5taW5IY3JhZnQubmV0L3RleHR1cmUvNTlkMmM2ZWJmOGRhYzI1N2MzZTIyN2M5MWQ4 [{Name:"generic.maxHealth",Base:200d},{Name:"generic.followRange",Base:48d},{Name:"generic.knockbackResistance",Base:0.8d},{Name:"generic.movementSpeed", [{id:Guardian,Health:10f,Silent:true,DeathLootTable:"empty",CustomName:"照射装置",ActiveEffects:[{Id:14b,Amplifier:127b,Duration:2147483647,ShowParticles:false}] {Name:"generic.knockbackResistance",Base:0.0d},{Name:"generic.movementSpeed",Base:0.0d},{Name:"generic.attackDamage",Base:3.0d}],Passengers:[{id:AreaEffectC

28 /scoreboard players tag @a[tag=ISFEncount] remove ISFEncount

詳細

- 1. USBDimensionが13であり、ISFUnreachedを持つプレイヤーが存在したとき、すべての対象のプレイヤーに辺境調査員からのメッセージを表示し、以下の事柄を実行
 - 。 1スタックの松明を与え、ISFUnreachedを削除
- 2. RemoveTorchを持つプレイヤーの0.5m下に水があるとき、ボートに乗っていないときRemoveTorchInWaterを付与
- 3. RemoveTorchInWaterを持つすべてのプレイヤーから松明を49本取り上げる
- 4. RemoveTorchを持つすべてのプレイヤーのItemCountを-1に設定し、ItemCountが-1以上であるプレイヤーから松明を1本取り上げる
- 5. RemoveTorchを持ち、ItemCountが0以下であるすべてのプレイヤーに即時ダメージLv.1を付与
- 6. RemoveTorchを持ち、ItemCountが1以上であるプレイヤーが存在したら、すべての対象に消えた松明を与え、以下の事柄を実行

- 1. SaveTorchを付与
- 2. RemoveTorchInWaterを持つすべてのプレイヤーの同一座標上のOffTorch(消えた松明のタグ)を持つアイテムエンティティの個数を50個に設定
- 3. RemoveTorchInWaterを持つすべてのプレイヤーからSaveTorchを削除
- 7. RemoveTorchInWaterを持つすべてのプレイヤーからRemoveTorchInWaterを削除
- 8. RemoveTorchを持つすべてのプレイヤーから半径16m以内にEnemyを持たない村人一人が存在したら、その村人から半径16m以内でRemoveTorchを持つすべてのプレイヤーからRemoveTorchを削除
- 9. RemoveTorchを持つプレイヤーの8m上が空気ブロックの時、そのプレイヤーのISFEncountから1を引いて以下の事柄を実行
 - 1. RemoveTorchを持ち、ISFEncountが0以下のすべてのプレイヤーの8m上が空気ブロックの時、そのプレイヤーのISFEncountを1に設定
 - 2. RemoveTorchを持ち、ISFEncountが0以下のすべてのプレイヤーの8m上が空気ブロックであり、そのプレイヤーから相対座標で(-1,1,-1)から(1,8,1)の範囲の空気ブロック以外のブロックが(-1,1,-1)を起点とする範囲のブロックと一致するとき、以下の事柄を実行
 - 1. RemoveTorchを持つすべてのプレイヤーを対象としてコマンドによって書き換えられたブロック数をクリアする
 - 2. RemoveTorchを持ち、ISFEncountが0以下であるプレイヤーを一人選択し、ISFEncountからRndMWCを引く
 - 3. RemoveTorchを持ち、ISFEncountが0以下であるすべてのプレイヤーに対して以下の事柄を実行
 - 1. UpdateRandomを付与
 - 2. ISFEnount=(ISFEncount%60)-60
 - 3. ISFEncountが0以下の時、ISEEncoun(タグ)を付与
 - 4. ISFEncountが0以下の時、ISFEncountの符号を反転
- 10. RemoveTorchを持つすべてのプレイヤーからRemoveTorchを削除
- 11. ISFEncountを持つすべてのプレイヤーの7m上に様々なモンスターを召喚するスポナー付きマインカートを召喚(以下の表を参考)
- 12. ISFEncountを持つすべてのプレイヤーからISFEncountを削除

エンカウントするモンスター

モンスター名	Weight
シャーベット	6
フロストベアー	5
鉄を貪る者:弱	4
鉄を貪る者	3
鉄を貪る者:強	2
鉄を貪る者:凶	1