位置 (-1920,8,-192)

About

初回ログイン時にスコアやタグ、チーム分けそして乱数の設定を行う

コマンド群

No.	コマンド
1	/scoreboard players add @a[team=] USBDimension 0
2	/scoreboard players set @a[team=,tag=!Resolved] Job 0
3	/scoreboard players set @a[team=] Hunger -1
4	/scoreboard players set @a[team=,tag=!Resolved] HP 20
5	/scoreboard players set @a[team=,tag=!Resolved] Food 20
6	/scoreboard players set @a[team=,tag=!Resolved] MPMax 100
7	/scoreboard players set @a[team=,tag=!Resolved] ModeState 0
8	/scoreboard players set @a[team=,tag=!Resolved] KnightLevel 0
9	/scoreboard players set @a[team=,tag=!Resolved] NinjaLevel 0
10	/scoreboard players set @a[team=,tag=!Resolved] ArcherLevel 0
11	/scoreboard players set @a[team=,tag=!Resolved] WhiteMageLevel 0
12	/scoreboard players set @a[team=,tag=!Resolved] BlackMageLevel 0
13	/scoreboard players set @a[team=,tag=!Resolved] SummonerLevel 0
14	/scoreboard players set @a[team=,tag=!Resolved] KnightToLevel 0
15	/scoreboard players set @a[team=,tag=!Resolved] NinjaToLevel 0
16	/scoreboard players set @a[team=,tag=!Resolved] ArcherToLevel 0
17	/scoreboard players set @a[team=,tag=!Resolved] WhiteMageToLevel 0
18	/scoreboard players set @a[team=,tag=!Resolved] BlackMageToLevel 0
19	/scoreboard players set @a[team=,tag=!Resolved] SummonerToLevel 0
20	/scoreboard players set @a[team=] LeaveGame 1
21	/time query gametime
22	/scoreboard players operation @a[team=,tag=!Resolved] RndMWC = #GameTime Global
23	/scoreboard players operation @a[team=,tag=!Resolved] RndMWCCarry = #GameTime Global
24	/scoreboard players operation @a[team=,tag=!Resolved] RndMWC %= #MWCBase Const
25	/scoreboard players operation @a[team=,tag=!Resolved] RndMWCCarry /= #MWCBase Const

No.	コマンド
26	/scoreboard players tag @a[team=,tag=!Resolved] add TrialSet
27	/scoreboard players tag @a[team=,tag=!Resolved] add ISFUnreached
28	/scoreboard players set @a[team=,tag=!Resolved] EventRank -1
29	/scoreboard players set @a[team=,tag=!Resolved] PersonalLocker 0
30	/effect @a[team=,tag=!Resolved] minecraft:absorption 1 0 true
31	/scoreboard teams join FriendlyTeam @a[team=]

詳細

1. team=であるプレイヤーのUSBDimensionを0、Hungerを-1、LeaveGameを1にする
2. team=かつResolvedを持っていないプレイヤーのスコアをそれぞれHP=20、Food=20、MPMax=100、ModeState=0、KnightLevel=0、NinjaLevel=0、ArcherLevel=0、WhiteMageLevel=0、BlackMageLevel=0、SummonerLevel=0、KnightToLevel=0、NinjaToLevel=0、ArcherToLevel=0、WhiteMageToLevel=0、BlackMageToLevel=0、SummonerToLevel=0に設定する
3. ワールドが作られてからの時間を表示
4. team=かつResolvedを持っていないプレイヤーのRndMWCとRndMWCCarryにそれぞれ#GameTimeのGlobalを代入
5. team=かつResolvedを持っていないプレイヤーのRndMWCに#MWCBaseのConstとの剰余を代入
6. team=かつResolvedを持っていないプレイヤーのRndMWCCarryに#MWCBaseのConstとの商を代入
7. team=かつResolvedを持っていないプレイヤーにTrialSetとISFUnreachedを付与
8. team=かつResolvedを持っていないプレイヤーのスコアをそれぞれeventRank=-1、PersonalLocker=0に設定する
9. team=かつResolvedを持っていないプレイヤーに衝撃吸収Lv.0を1秒間付与
10. team=であるプレイヤーをFriendlyTeamに追加