

位置 (-1920,11,-192)

About

職業のレベルやレベルアップのために必要な経験値量の保存を行う。

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

SaveJobは[ここ](#)を参照