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