

# 初回ログイン時処理

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- 位置(-1920,8,-192)
- 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       |

## No. コマンド

|    |   |
|----|---|
| 25 | /scoreboard players operation @a[team=,tag=!Resolved] RndMWCCarry /= #MWCBASE Const |
| 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