

初回ログイン時処理

- 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] MPMMax 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 /= #MWCBBase 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**#MWCBBase**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**#MWCBBase**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