

## About

位置 (-1920,11,-192)

呼び出し元 [毎tick実行するコマンド群2](#)

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