

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] 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