

8:40 Fri Nov 7

Blame Entity.java

public void tick() {

@Override

public void tick() {

this.tickMovement();

this.setVelocity(this.SELF, this.getVelocity());

this.tickCollision();

this.setVelocity(this.getVelocity().multiply(0.99));

if (this.isEntityWorld()) {

this.setVelocity(this.getVelocity().multiply(0.7, -0.5, 0.7));

}

int i = this.getFuel();

this.setFuel(i);

if (i < 0) {

this.setFuel(0);

if (this.getEntityWorld().isClient()) {

this.explode();

}

} else {

this.updateWorldState();

if (this.getEntityWorld().isClient()) {

this.getEntityWorld().addParticleClient(ParticleTypes.SMOKE, this.getPos(), this.getVelocity());

}

}

}

}

gitHub.com

Raw

Code Blame

971 public void tickMovementType(Vec3d movement) {

972 if (this.isEntityWorld()) {

973 this.setPosition(this.getPos() + movement.x, this.getPos().y + movement.y, this.getPos().z + movement.z);

974 this.isPositionValid = false;

975 this.isPositionValid = true;

976 this.isGrounded = false;

977 this.isGrounded = true;

978 } else {

979 if (type == MovementType.JUMPING) {

980 movement = movement.subtract(MovementType.JUMPING.getMovement());

981 if (movement.equalsVec3d(ZERO)) {

982 return;

983 }

984 }

985 }

986 if (type == MovementType.JUMPING) {

987 if (movement.length() > 1.0E-7) {

988 movement = movement.multiply(0.5);

989 }

990 movement = movement.add(this.getVelocity().multiply(0.5));

991 this.getVelocity().mul(movement);

992 this.getVelocity().mul(movement);

993 this.getVelocity().mul(movement);

994 this.getVelocity().mul(movement);

995 this.getVelocity().mul(movement);

996 }

997 movement = this.adjustMovementForBreakingMovement_type();

998 if (this.isEntityWorld()) {

999 movement = this.getVelocity().add(movement);

1000 }

1001 if (this.isEntityWorld()) {

1002 double d = Math.sqrt(movement.length());

1003 double d2 = Math.sqrt(movement.length());

1004 Vec3d vec3d = this.getVelocity().divide(d).normalize().multiply(d2);

1005 this.getVelocity().mul(vec3d);

1006 this.setVelocity(vec3d);

1007 if (this.isEntityWorld()) {

1008 this.setVelocity(vec3d, vec3d, RaycastContext.ShapeType.FALLING);

1009 }

1010 if (this.isEntityWorld()) {

1011 if (blockstate.getType() == HitResult.Type.HOLLOW) {

1012 this.setOnGround(false);

1013 }

1014 }

1015 }

1016 if (this.isEntityWorld()) {

1017 this.setVelocity(this.getVelocity());

1018 }

1019 if (this.isEntityWorld()) {

1020 this.setVelocity(this.getVelocity());

1021 }

1022 }

gitHub.com

Raw

Code Blame

8:40 Fri Nov 7

Blame Entity.java

public void tick() {

@Override

public void tick() {

this.tickMovement();

this.setVelocity(this.SELF, this.getVelocity());

this.tickCollision();

this.setVelocity(this.getVelocity().multiply(0.99));

if (this.isEntityWorld()) {

this.setVelocity(this.getVelocity().multiply(0.7, -0.5, 0.7));

}

int i = this.getFuel();

this.setFuel(i);

if (i < 0) {

this.setFuel(0);

if (this.getEntityWorld().isClient()) {

this.explode();

}

} else {

this.updateWorldState();

if (this.getEntityWorld().isClient()) {

this.getEntityWorld().addParticleClient(ParticleTypes.SMOKE, this.getPos(), this.getVelocity());

}

}

}

}

gitHub.com

Raw

Code Blame

8:40 Fri Nov 7

Blame Entity.java

public void tick() {

@Override

public void tick() {

this.tickMovement();

this.setVelocity(this.SELF, this.getVelocity());

this.tickCollision();

this.setVelocity(this.getVelocity().multiply(0.99));

if (this.isEntityWorld()) {

this.setVelocity(this.getVelocity().multiply(0.7, -0.5, 0.7));

}

int i = this.getFuel();

this.setFuel(i);

if (i < 0) {

this.setFuel(0);

if (this.getEntityWorld().isClient()) {

this.explode();

}

} else {

this.updateWorldState();

if (this.getEntityWorld().isClient()) {

this.getEntityWorld().addParticleClient(ParticleTypes.SMOKE, this.getPos(), this.getVelocity());

}

}

}

}

←落地相关，我们不在乎

movement参数