### Noen kule modder

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Kurs: Learntomod

Tema: Blokkbasert, Minecraft Fag: Teknologi, Programmering

Klassetrinn: 1.-4. klasse, 5.-7. klasse, 8.-10. klasse

Språk: Norsk bokmål

# Introduksjon

Her er noen korte oppgaver som gjør kule ting i Minecraft. Det er kjapt å kode disse moddene så de kan brukes innimellom andre større oppgaver.

De er ikke forklart i detalj så de passer best for de som har litt erfaring med Learn To Mod.

# Megaskilt

```
function main

set dv to ( new Drone

Move Drone dv in direction forwardv distance 10

Move Drone dv in direction leftv distance 10

Move Drone dv in direction upv distance 10

js d.blocktype("Kodeklubben", blocks.tnt, blocks.ice);
```

#### Regnbue

```
function main

set d v to ( new Drone

set bredde v to ( 30

Move Drone d v in direction up v distance 1

js d.rainbow(bredde);
```

#### Lage spor

```
function main

set materiale to (38:4)

do function (agspor) when (player_move Event happens

function (agspor)

set d to (new Drone)

Move Drone d in direction backward distance 1

Drone d places block of type (materiale)
```

## Pig Zombie

```
function main

set d to new Drone

Move Drone d in direction up distance 1

Move Drone d in direction forward distance 3

Drone d spawns mob of type EntityType pig

World strike lightning at location of d
```

#### **Monster**

```
function main

set d to new Drone

Move Drone d in direction up distance 1

Move Drone d in direction forward distance 8

repeat 10 times

do Drone d spawns mob of type EntityType creeper

Drone d spawns mob of type EntityType zombie
```

#### Monster kamp

```
function main
  set d to new Drone
  Move Drone d ▼ in direction up ▼ distance 1
  Move Drone (d v in direction forward v distance (5)
  klynge
  startkamp
function klynge
               times
   do
       Drone d spawns mob of type EntityType creeper
       Drone d spawns mob of type (EntityType zombie
   function startkamp
   Remove all items from player ( me
   Give of item type DIAMOND SWORD
                                              to player ( me
  js (me).setGameMode(org.bukkit.GameMode.getByValue(0));
```