Noen kule modder

Skrevet av: Pål G. Solheim

Kurs: Learntomod

Tema: Blokkbasert, Minecraft Fag: Programmering, Teknologi

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

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 d to new Drone

Move Drone d in direction forward distance 10

Move Drone d in direction left distance 10

Move Drone d in direction up distance 10

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

Regnbue

```
function main

set d to ( new Drone

set bredde to ( 30

Move Drone d in direction up distance 1)

js d.rainbow(bredde);
```

Lage spor

```
function main

set materiale to "38:4"

do function lagspor when player_move Event happens

function lagspor 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 in direction forward distance 5

klynge
startkamp

function klynge

repeat 5 times

do Drone d spawns mob of type EntityType creeper

Drone d spawns mob of type EntityType zombie

Drone d spawns mob of type IntityType zombie

Give f of item type DIAMOND_SWORD to player f me

js (me).setGameMode(org.bukkit.GameMode.getByValue(0));
```

Lisens: CC BY-SA 4.0 (http://creativecommons.org/licenses/by-sa/4.0/deed)