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Minecraft command death counter

Homepage » Minecraft Mods » Death Counter Mod 1.16.4/1.15.2 (Calculate The Number of Deaths) Author: iChun | December 11, 2020 | 200,340 views Death Counter Mod 1.16.4/1.15.2 adds a way for the server to calculate the number of deaths a player has (since its installation). It will also notify the player of the death count and ranking on the server (configurable). It can also save deaths for a single session or export deaths to a Text file. And also has leaderboards. Screenshots: Commands: For Ops: /dc (or /deathcounter) leaderboard [all/user] Omitting the 2nd argument will display the leaderboard for the op only. (For servers, display to server console only) Setting the 2nd argument to "all" will broadcast the leaderboard serverwide. Setting the 2nd argument to a player's name will display the leaderboard for said player only. /dc reset (all/user) Eg: /dc leaderboard all For Non-ops: !dc Displays the server's leaderboard to the player. Eg: !dc Requires: Minecraft Forge How to install: Make sure you have already installed Minecraft Forge. Locate the minecraft application folder. On windows open Run from the start menu, type %appdata% and click Run. On mac open finder, hold down ALT and click Go then Library in the top menu bar. Open the folder Application Support and look for Minecraft. Place the mod you have just downloaded (.jar file) into the Mods folder. When you launch Minecraft and click the mods button you should now see the mod is installed. Death Counter Mod 1.16.4/1.15.2 Download Links: Previous versions: For Minecraft 1.5.2 Download from Server 1 For Minecraft 1.6.4/1.6.2 Download from Server 1 For Minecraft 1.7.2 Download from Server 1 – Download from Server 2 For Minecraft 1.7.10 Download from Server 1 – Download from Server 2 For Minecraft 1.8.0 Download from Server 1 – Download from Server 2 For Minecraft 1.8.9 Download from Server 1 – Download from Server 2 For Minecraft 1.9.0 Download from Server 1 – Download from Server 2 For Minecraft 1.10.2 Download from Server 1 – Download from Server 2 For Minecraft 1.11.2/1.11 Download from Server 1 – Download from Server 2 For Minecraft 1.12.2, 1.12.1, 1.12 Download from Server 1 – Download from Server 2 For Minecraft 1.14.4 Download from Server 1 – Download from Server 2 For Minecraft 1.15.2 Download from Server 1 – Download from Server 2 For Minecraft 1.16.1 Download from Server 1 – Download from Server 2 For Minecraft 1.16.3 Download from Server 1 – Download from Server 2 For Minecraft 1.16.4 Download from Server 1 – Download from Server 2 I am looking to start doing a game where I do tend to die a lot as the first game I play upon coming back and would love to have a command that my mods could use every time I die to make a death counter. I was looking for information regarding the command before looking here but none of the commands I found in other chat threads are working. I was hoping for something simple like "!death" that says a message like "doglover986831 has died (#number of deaths) times" but I keep getting a streamer died null times". Is it possible to make this command add one every time its used? And if so, how? 1 Like You need an already made command just to start the process. In my example it will just be !deaths !commands add !deaths 0 then this command does all the work !commands add !deathadd -a=!commands -ul=mod edit !deaths $(channel) has died $(count) times. When you call !deathadd it will increase !deaths by 1. When you call !deaths the death count will not change. 2 Likes Thank you for the quick response, Slikrick! I appreciate it. I added the command and it seems to work so far. This topic was automatically closed 14 days after the last reply. New replies are no longer allowed. A scoreboard plugin that display total death count of each player on the side Screenshots Features Replaces vanilla sidebar and tab menu scoreboard display Death count of the players on the server using Essentials nicknames (sidebar) Online/AFK indicator on the sidebar scoreboard Green Dot = Online Grey Dot = AFK Heath indicators in tab menu (another scoreboard) Commands Reload scoreboard: /deathboard reload The scoreboard should automatically reload whenever someone logs in, logs out, goes AFK, or dies. Turn off scoreboard (per player): /deathboard disable Turn on scoreboard (per player): /deathboard enable Help menu: /deathboard help Permissions deathboard.* deathboard.disable deathboard.reload Requirements Bukkit/Spigot/PaperSpigot Minecraft version 1.13+ (only tested on 1.15+) EssentialsX Core Installation Install Essentials Start the server at least once with Essentials before proceeding Put the JAR file in the plugins folder How it works This plugin looks at the files that Essentials and Minecraft store to find: Essentials display name Achievements-based death count The Essentials API is used to determine whether players are online and AFK Have you ever wanted to be able to see the amount of deaths anyone has had in your world and have them reliably tracked? This addon does just that but without being so obtrusive through using the sidebar and blocking your view! Everything is displayed at the pause menu instead! No command blocks needed! This death counter is programmed through player animations (it counts a death every time they stop animating), and won't miss any deaths no matter how fast a player respawns after death. All you need to do is install and then you're done, piece of cake! You won't even need any command blocks! This works on both Windows 10 and mobile devices, so no one has to miss out!The amount of deaths are displayed in the pause menu under the player's names, making it more convenient and less obtrusive than a sidebar display. The first number is the player's leaderboard placement, and the second smaller one is the death count.As soon as a player is dead, the death counter will detect that they have stopped animating and will instantly add one death to their death count, and will detect deaths reliably even when instant respawn is on.The addon also works in multiplayer!If you are ever in the need of resetting the death counter, just type /scoreboard players set @a deathcount 0 and the death counter will be properly reset.This addon is also compatible with many other addons and can be used at the same time since it only affects player animations.HOW TO APPLY TO A WORLD:1: Go to the world settings of your chosen world2: Open the Behavior Packs section in the world settings3: Apply the pack by first selecting it then pressing Activate4: Once activated just press Play and your world will have the death counter Select version for changelog: 1.0.3 Added a higher quality featured image that more accurately depicts the death counter. Once downloaded just open the file and the addon will automatically import into the game. Then use the world settings menu to apply it to any given world. After that the amount of deaths on your world will start being counted! Again, this pack works on both desktop PCs and on mobile.Page 2 On a realm, world, or server, have you ever wanted to track how many times players log in? If so, this addon is for you! Simply install the addon, type "/function setup&rd... Do you want to place different levels of water in the nether? Then this addon is for you! Simply do "/function place water" to place water, regardless of what dimension are in. This is an Open Source Bedrock Edition Shader.OSBES v0.13.1 (alpha testing) Windows 10 is not supportedBut this shader now is compatible with any existing texture packs or ... This Add-on has WW2 guns that work for Minecraft Bedrock Edition +v1.17.x.xx, It is compatible with all devices to use the weapons. No commands needed, No Functions needed, it w... Plushies, plushies for everyone!Potopo: Plushies is a adon dedicated to adding plushies. What are you waiting for?Have fun opening surprise boxes and collecting all the plushies... Ever just look at Minecraft and think "this is pretty nice but I want it to look better"? Well you've come to the right MCPEDL page! this "shader" features multiple new visual c... Are you ready to see how little clay mans are going to fight? Because I am! In this add-on you will encounter little clay warriors that will fight to protect his companions, be ... Don't you want a trident that's suitable for nature? Well, I got the one for you! This trident will blend in the big jungle bamboo forests where you can throw your bamboo trident... Minecraft bedrock world edit addon. You can use this addon in your server or singplayer world to edit your world more easy. Very usefull when making bigger changes. You can copy... Hi guys i'm back for my new add-on.Too lazy to build a house,village,or other structures you want to imagine?Well,this add-on is for you.This add-on adds a lot of structures tha... For the command, see Commands/scoreboard. A screenshot of a scoreboard on the right side of the screen. The scoreboard system is a complex gameplay mechanic utilized through commands. Mainly intended for mapmakers and server operators, scoreboards are used to track, set, and list the scores of entities in a myriad of different ways. Objectives[] Objectives each have three main parameters: A name, a criterion, and a display name. Objectives track a number of points for entities, and are displayed as integers with a full score range of -2,147,483,648 to 2,147,483,647. An objective's name is used internally for referencing in commands, target arguments, and the file format. It enforces the 16-character name length limit in commands. In Java Edition, the allowed character set for it includes all lowercase and uppercase letters, numbers, underscore, period, minus and plus. In Bedrock Edition, it can contain any character. An objective's display name is a raw JSON text and is displayed publicly in various situations. It does not have to be unique. An objective's criterion determines its behavior—primarily what to track. Lists of valid criteria are provided below. An entity's score in any objective can be changed via commands unless it's read-only. It can be increased by, decreased by, or set to a given amount. Player statistics are stored separately, and as they update, scores in these objectives are updated in parallel. A score holder is a player's name or an entity's UUID that has scores in an objective. Scores of non-player entities can be changed only by commands, and not by game events. Unlike players, when a non player entity dies, its scores are deleted. Commands can check entity scores by using target selection with the scores argument (syntaxed @e[scores={name=min..max}]. This argument uses to specify the internal name of the tested-for objective. For example, inputting /execute if entity @a[scores={deaths=1..}] into a command block triggers a comparator or conditional command block if any player has died at least once, assuming "deaths" is an objective of the "deathCount" criterion. Criteria[] Java Edition[] Single criteria[] These criteria's names consist of a single alphabetical string. Criterion name Description Can be modified dummy Score is only changed by commands, and not by game events such as death. This is useful for event flags, state mappings, currencies,... Yes trigger Score is only changed by commands, and not by game events such as death. The /trigger command can be used by a player to set or increment/decrement their own score in an objective with this criterion. The /trigger command fails if the objective has not been "enabled" for the player using it, and the objective is disabled for the player after using the /trigger command on it. Note that the /trigger command can be used by ordinary players even if Cheats are off and they are not an Operator. This is useful for player input via /tellraw interfaces. Yes deathCount Score increments automatically for a player when they die. Yes playerKillCount Score increments automatically for a player when they kill another player. Yes totalKillCount Score increments automatically for a player when they kill another player or a mob. Yes health Ranges from 0 to 20 on a normal player; represents the amount of half-hearts the player has. May appear as 0 for players before their health has changed for the first time. Extra hearts and absorption hearts also count to the health score, meaning that with Attributes/Modifiers or the Health Boost or Absorption status effects, health can far surpass 20. No xp Matches the total amount of experience the player has collected since their last death (or in other words, their score). No level Matches the current experience level of the player. No food Ranges from 0 to 20; represents the amount of hunger points the player has. May appear as 0 for players before their foodLevel has changed for the first time. No air Ranges from 0 to 300; represents the amount of air the player has left from swimming under water, matches the air nbt tag of the player. No armor Ranges from 0 to 20; represents the amount of armor points the player has. May appear as 0 for players before their armor has changed for the first time. No Compound criteria[] Compound criteria's names are divided into parts, delimited with periods (.). For example, minecraft.killed_by:minecraft.zombie is a valid compound criterion, under which player scores would increment whenever they're killed by zombie. All statistics can be used as a compound criterion whose name is its namespaced ID. In addition, there are some other compound criteria: Criteria base name Description Number of sub-criteria teamkill. Sub-criteria include team colors. Player scores increment when a player kills a member of the given colored team. These criteria follow the complete format teamkill., where is a color from the list: Accepted ID Names "black", "dark_blue", "dark_green", "dark_aqua", "dark_red", "dark_purple", "gold", "gray", "dark_gray", "blue", "green", "aqua", "red", "light_purple", "yellow", "white" 16 killedByTeam. Sub-criteria include team colors. Player scores increment when a player has been killed by a member of the given colored team. These criteria follow the complete format killedByTeam., where is a color from the list: Accepted ID Names "black", "dark_blue", "dark_green", "dark_aqua", "dark_red", "dark_purple", "gold", "gray", "dark_gray", "blue", "green", "aqua", "red", "light_purple", "yellow", "white" 16 All objectives based on compound criteria can be modified with commands. Bedrock Edition[] Currently, dummy is the only criterion supported. As such, score can only be changed by commands. Display slots[] An objective with two points to the player is displayed in the "list" slot, while an objective with the display name "Quest Points" with 0 points to the player is displayed in the "sidebar" slot. Via the /scoreboard objectives setdisplay command (see command reference), players' scores in specific objectives can be displayed in certain 'slots' in-game. Each 'display slot' can show one objective at a time, and multiple 'display slots' may be used for the same or different objectives. Slot Description list Displays a yellow number without a heading on the tab menu, where online players are shown.[Java Edition only] Displays a white number without a heading on the Pause Menu, where online players are shown.[Bedrock Edition only] Visible even in singleplayer. sidebar Shows on the right hand side of the screen. Shows up to 15 entities with the highest score of that objective with a heading labeled with the objective's . Note that players are shown even if offline, and untracked players are not shown. In addition, fake players with names starting with a # do not show up in the sidebar under any circumstances. sidebar.team. [Java Edition only] There are 16 team-specific sidebar display slots. These operate the same as the standard sidebar slot, but only display to players who are on teams which use the specified color (for example, "sidebar.team.green" displays to players on "green" teams). Valid colors are: "black", "dark_blue", "dark_green", "dark_aqua", "dark_red", "dark_purple", "gold", "gray", "dark_gray", "blue", "green", "aqua", "red", "light_purple", "yellow", "white". belowName Shows the followed by the objective's below the player's nametag above their head. This is hidden beyond ~10 blocks and when the player is sneaking. Not visible in singleplayer. Tags[] Main article: Commands/tag Scoreboard tags are a simple list of single-word strings stored directly in the Tags data tag of an entity. As with objectives, tags are case-sensitive. Target selectors can be used to check whether an entity has a tag with the "tag" argument; the '!' character can be placed before a name to check for entities that do not have the tag. For example, inputting @a[tag=banana] into a command block provides comparator output if a player is tagged with "banana". Similarly, /execute if entity @a[tag=!banana] provides output for players who are not tagged "banana". To test for multiple tags, use the data tag Tags. For example, /execute if entity @a[tag=banana,tag=apple] checks for a player that has both the "apple" and "banana" tags. Teams[] "team" redirects here. For the command, see Commands/team. This feature is exclusive to Java Edition. Teams consist of a name, a display name, a member name prefix, a member name suffix, a boolean allow friendly fire option, and a list of players who are on the team. A team's Name is used internally for reference in commands, target arguments, and the file format. It is a single, case-sensitive word. A team's DisplayName is a JSON text component of one or more case-sensitive word, and is displayed publicly in various situations. A team's MemberNamePrefix & MemberNameSuffix are inserted before and after the names of players on the team, respectively. Prefixes and suffixes are used in the chat, the active players list, the sidebar, and above team members' heads. These can be edited with respective commands. The AllowFriendlyFire option controls whether or not members of a team are able to damage each other. This defaults to true, leaving PvP mechanics unchanged—ergo, players can harm their teammates. When set to false, however, players on the same team are prevented from directly damaging each other with melee attacks, bows, and Splash Potions of Harming. Note that players on the same team may still inflict negative status effects on each other with potions, even if is false. It is important to note that each individual team member can only be on one team; teams cannot share entities. Commands can be used to check whether team members exist by using target selection with the "team" argument. (The '!' character may be placed before a name to check for entities not on a team.) For example, inputting /execute if entity @a[team=red] into a command block provides comparator output if any player exists on the red team. Conversely, /execute if entity @a[team=!red] provides output when there are no players on the red team. /execute if entity @a[team=!] allows output when any player is on at least one team, and /execute if entity @a[team=] allows output when no players are on any teams. Command reference[] It has been suggested that this section be split into its own page at Commands/scoreboard. [discuss] If this split may potentially be controversial, do not split until a consensus has been reached.Reason: Command info should be on the commands page Objectives commands[] Command Description Result scoreboard objectives list List all existing objectives with their display names and criteria. Always succeeds in Java Edition. Fails if there's no objective in Bedrock Edition. scoreboard objectives add [][Java Edition only] scoreboard objectives add dummy [displayName: string][Bedrock Edition only] Create a new objective with the given internal objective name, specified criterion, and the optional display name. must be a plain text at most 16 characters; in Bedrock Edition, it can also be a double quoted text. must be a valid criterion type. must be a JSON text component, defaulting to when unspecified; in Bedrock Edition, it can also be a plain text that isn't a number. All three arguments are case-sensitive. In Bedrock Edition, "dummy" is the only criterion currently supported. See above section for more on these arguments. Fails if already exists. scoreboard objectives remove [Java Edition only] scoreboard objectives remove [Bedrock Edition only] Delete all references to the named objective in the scoreboard system. Data is deleted from the objectives list and entity scores, and if it was on a display list is no longer displayed. Fails if does not exist. scoreboard objectives setdisplay [