Game rules can be set and obtained directly through the rule name. It should be noted that **most rules need to be set before the game starts, that is, before the Game.Start event, otherwise the rules will not take effect.** The specific usage is as follows:

local GameRule = class.GameRule.new()

function InitGameRule()

GameRule.EndTime = 6 --Thời

GameRule.TeamNum = 2 --队伍数量

GameRule.MaxPlayers = 6 --最大玩家量

GameRule.StartMode = 0 --开启模式 0:主开

GameRule.StartPlayers = 1 --最低玩家量 2人

GameRule.PlayerDieDrops = 1 --死亡掉落 1:true

GameRule.DisplayScore = 1 --显示比分 1:true

GameRule.AllowMidwayJoin = 1 --中途加入 1:允许

GameRule.ScoreKillPlayer = 1 --击杀玩家 得1分

GameRule.BlockDestroy = 1 --方块可被摧毁 1:true

GameRule.WinLoseEndTime = 1 --游戏超时结束则全胜

if GameRule.CameraDir ~= 1 then

GameRule.CameraDir = 1 --设置缺省正视角

end

end

| **Serial number** | **Rule Name** | **Rule Description** |
| --- | --- | --- |
| 1 | GameRule.CurTime | Get/Set the current time |
| 2 | GameRule.TimeLocked | Time lock/lock time |
| 3 | GameRule.Weather | Weather 0 Sunny 1 Rainy |
| 4 | GameRule.MaxPlayers | Maximum number of players |
| 5 | GameRule.BlockDestroy | Can the block be destroyed? 0: No 1: Yes |
| 6 | GameRule.BlockPlace | Can place blocks 0: No 1: Yes |
| 7 | GameRule.BlockUse | Can use blocks0:No1:Yes |
| 8 | GameRule.GravityFactor | Gravity factor (value range 0.1~10) |
| 9 | GameRule.CameraDir | Camera perspective mode: 0/1/2: ​​default main perspective/front perspective/back perspective, 3/4/5/6: locked main perspective/front perspective/back perspective/top perspective |
| 10 | GameRule.StartMode | Opening method: 0 homeowner/1 automatic |
| 11 | GameRule.StartPlayers | Number of players required to enable |
| 12 | GameRule.TeamNum | Number of game teams |
| 13 | GameRule.AttackPlayerMode | No attack: 1 player/2 teammates |
| 14 | GameRule.EndTime | Game duration setting |
| 15 | GameRule.EndScore | Victory Points Settings |
| 16 | GameRule.ScoreKillPlayer | Score for killing players |
| 17 | GameRule.ScoreKillMob | Score obtained by killing monsters |
| 18 | GameRule.ScoreCollectStar | Score from collecting stars (Star Blocks) |
| 19 | GameRule.ReviveMode | Resurrection mode setting: the parameter is seconds 0 is custom, you need to click |
| 20 | GameRule.ReviveInvulnerable | Resurrection with invincibility buff: parameter is seconds 0 is the default duration (5 seconds) |
| 21 | GameRule.DisplayName | Name display 0 Default display 1 Only own 2 Only opponents 3 Invisible |
| 22 | GameRule.WinLoseEndTime | Overtime win or loss 0 by score 1 all wins (green) 2 all losses (red) |
| 23 | GameRule.SaveMode | Save mode 1: Do not save 0: Run save **<unclear purpose>** |
| 24 | GameRule.KillNotify | Prompt when being killed by a player 1:true 0:false (prompt in system chat) |
| 25 | GameRule.BgMusicMode | Background music mode 0: Off 1-8: Corresponding to different music |
| 26 | GameRule.MobGen | Whether to spawn monsters: -1: spawn according to the created options, 0: do not spawn, 1: spawn |
| 27 | GameRule.SpawnPtMode | Resurrection point selection 0: Random point 1: Select the nearest |
| 28 | GameRule.MinimapTeams | Minimap display: 0: all visible 1: different teams invisible |
| 29 | GameRule.PlayerDieDrops | Whether the player drops items when he dies 0: Drops on the spot 3: Drops into the storage box Others: No drop |
| 30 | GameRule.DisplayScore | Display score and time 1: true 0: false |
| 31 | GameRule.LifeNum | The number of lives in the game. If the number of deaths reaches this number, the game ends in failure. |
| 32 | GameRule.ShowSight | Show crosshair: 1Show 2Hide **<unclear purpose>** |
| 33 | GameRule.ScoreColorChange | Color change scoring rules: custom score, score for each color change |
| 34 | GameRule.GPoisonSwitch | Open the global poison circle 1 to open 0 to close **<Chicken Eating Mode>** |
| 35 | GameRule.GPoisonSafeD0 | The diameter of the first safe zone **(chicken game mode)** |
| 36 | GameRule.GPoisonSafeT0 | Time of the first safe zone **<Chicken Mode>** |
| 37 | GameRule.AllowMidwayJoin | Allow joining midway 0: Not allowed 1: Allowed |
| 38 | GameRule.LifeNumTeamShare | Team public life 0: Not shared 1: Shared **<unclear purpose>** |
| 39 | GameRule.ViewMode | Enable failure spectating 0: Disable 1: Enable |
| 40 | GameRule.ViewType | Spectator Type: 0-Free Spectator 1-Follow Screen 2-Switchable |
| 41 | GameRule.CountDown | Long countdown **<table configuration has problem and cannot be set successfully>** |
| 42 | GameRule.ScoreResetRound | Score reset round: similar to a football game (restart after a goal) 1: true |
| 43 | GameRule.ResetScore | The score required to reset the round will be reset when the current score reaches this value |