Skript

Plugins

RACCON

Mathias

```
n inventory click:

    if name of current inventory of player contains "&f••••••••☐&8••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••

        if {menu.travel.%player%} is 1:
            cancel event

            if unformatted name of event-slot is "Chicken":
                set {travelMob.%player%} to "chicken"
                set slot 30 of player's current inventory to chicken spawn egg named "&r&a&lChicken" with lore "&8Selected"
                set {_item} to item in slot 30 of player's current inventory
                enchant {_item} with protection 1
                set item flags of {_item} to hide enchants and hide attributes
                set slot 30 of player's current inventory to {_item}

                if {level.%player%} >= 7:
                    set slot 31 of player's current inventory to pig spawn egg named "&r&e&lPig" with lore "&8Left Click > &7Select"
                else:
                    set slot 31 of player's current inventory to barrier named "&r&7&lLocked" with lore "&8Unlocks at &7Level 7"

                if {level.%player%} >= 45:
                    set slot 32 of player's current inventory to silverfish spawn egg named "&r&e&lSilverfish" with lore "&8Left Click > &7Select"
                else:
                    set slot 32 of player's current inventory to barrier named "&r&7&lLocked" with lore "&8Unlocks at &7Level 45"

            else if unformatted name of event-slot is "Pig":
                set {travelMob.%player%} to "pig"
                set slot 31 of player's current inventory to pig spawn egg named "&r&a&lPig" with lore "&8Selected"
                set {_item} to item in slot 31 of player's current inventory
                enchant {_item} with protection 1
                set item flags of {_item} to hide enchants and hide attributes
                set slot 31 of player's current inventory to {_item}

                set slot 30 of player's current inventory to chicken spawn egg named "&r&e&lChicken" with lore "&8Left Click > &7Select"

                if {level.%player%} >= 45:
                    set slot 32 of player's current inventory to silverfish spawn egg named "&r&e&lSilverfish" with lore "&8Left Click > &7Select"
                else:
                    set slot 32 of player's current inventory to barrier named "&r&7&lLocked" with lore "&8Unlocks at &7Level 45"

            else if unformatted name of event-slot is "Silverfish":
                set {travelMob.%player%} to "silverfish"
                set slot 32 of player's current inventory to silverfish spawn egg named "&r&a&lSilverfish" with lore "&8Selected"
                set {_item} to item in slot 32 of player's current inventory
                enchant {_item} with protection 1
                set item flags of {_item} to hide enchants and hide attributes
                set slot 32 of player's current inventory to {_item}

                set slot 30 of player's current inventory to chicken spawn egg named "&r&e&lChicken" with lore "&8Left Click > &7Select"

                if {level.%player%} >= 7:
                    set slot 31 of player's current inventory to pig spawn egg named "&r&e&lPig" with lore "&8Left Click > &7Select"
                else:
                    set slot 31 of player's current inventory to barrier named "&r&7&lLocked" with lore "&8Unlocks at &7Level 7"


            if unformatted name of event-slot is "RPG":
                set {_l} to block at location at 2.5, 66, 67.5 in world "world"
                launchMob(player, {_l}, 2, 5.5)

            if unformatted name of event-slot is "PvP":
                set {_l} to block at location at 92, 75, -16 in world "world"
```
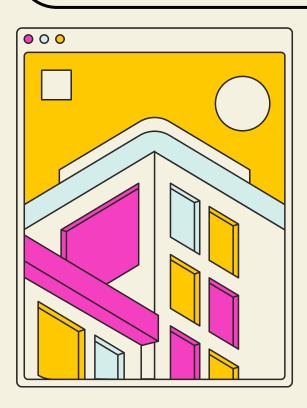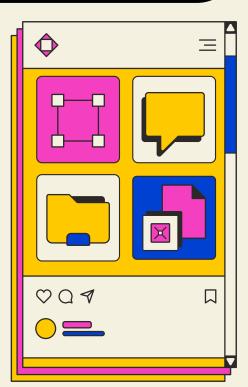
Travel skript example

I have been working with Skript for a long time and have developed strong scripting skills in it. Additionally, I have over 2 years of experience working with plugin configurations and i have worked as a technician on multiple servers, gaining skill in managing and customizing server setups.