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Minecraft teleport to death

I have to discover if one player has died and teleport that one to place XY and give the other team a point. I can detect if a player has died with a test for `@a[score_HEALTH=1]` applied to a redstone pulse, but that only gives a signal if a player has died, not who has died. Is there a way to discover which player has died? Is there a way to use the detected player that has died as an argument in the next command block, such as `/tp @f X Y Z`, where `@f` stands for the found player in the last command block? If none of it works, are there solutions? If this is for Legacy Console Edition, I don't think this is possible as scoreboards are not available. But if this is for Java Edition this is easily done with the `deathCount` scoreboard criterion. Step 1: Create scoreboard objectively Run this command: `scoreboard targets add deathCount` this adds a scoreboard goal called death that increases when a player dies. Step 2: Teleport players when they die 3 times Add this command to a repeating, unconditional, always active command block: `perform as @a [scores={deaths=3}] run tp @s X Y Z` where X, Y and Z are the coordinates you want to teleport the people who have died to. This would constantly run the command `tp @s X Y Z` as all players who have their death goals set to 3. Step 3: Stop teleporting players once they have teleported The above repeating command blocks would also mean that players are constantly teleported, meaning they cannot move. There are two ways I can think of right now, which will only work on the area where you teleport the players that can not be accessed by the players who have not died 3 times (sorry, I do not play on Java and I do not know that many commands). Method 1: Reset the kill counter Add this command to a repeating, unconditional, always active command block: `run @a[x=X,Y=Z,dx=1,dy=2,dz=1] run the scoreboard player who sets @a[scores={deaths=3}] deaths 0` This will set the deaths of all players on X, Y, Z to 0. Method 2: Use tags This is if you don't want to reset the counter. Add the following command to yet another repeating, unconditional, always active command block: `execute as @a[scores={deaths=3}] run tag needsToTeleported` This will add the `needsToTeleported` tag (or whatever you want to call it) to all players who have died 3 times. Then, go back to the command block in step 2 and change it to this: `execute that @a [tag = needsToBeTeleported] running tp @s X Y Z` This will teleport all players with the tag `needsToBeTeleported` to X, Y, Z. Finally, add another repeating, unconditional, always active command block with the command: `execute @a[x=X,y=Z,dx=1,dy=2,dz=1] run tag @s remove needsToBeTele` This would remove the `ToBeTele` tag from players on X, Y, Z. Also make sure that all repeating command blocks are in a loaded piece by placing them in the spawn chunk, using the `forceload` command, or by simply placing them in an area you know someone will be in all the time. If you don't want to command block things in chat like `Teleported <player>to`, you can run `<x>; <y>; <z>;gamerule commandBlockOutput false`. Disclaimer: I only play BE so I actually haven't tested any of this out, but it should work. The following commands can be used all players including Spores: Essentials Commands `/afk` – Toggle the alert other users that you are away from keyboard type `/back` – Return to your previous location (after teleportation) `/clearinventory` – Allows users to empty their layers `/help` – Displays the help commands for essentials `/list` – Lists the players online and how many sites are left `/me [my emote message]` – Allows users to emote – displays the help commands for essentials `/list` – Lists the players online and how many sites are left `/me [my emote message]` – Allows users to emote – e.g. `/me dances = 'jokaydia dances' /motd` – Displays server motd (Message of the day) `/realname [nickname]` - Allows you to see a player's real username `/rules` – Displays the server rules `Flying To take flight`, type the command `/fly!` Lock Chests and Doors Place a character next to the item you want to protect and type in the following Line 1: `[Private] Line 2: Your name will be filled automatically Lines 3 and 4: Another player's name Not enough space for all the names you need? Make another character with [More Users] in row 1 and add additional user names. Doors: The blocks above and below. Trapdoors: The block to which it is attached (hinge-block) and directly above/below the trapdoor itself. Fence gates: Each block horizontally adjacent to the gate itself. Mob Arena /ma join – Allows players to join the standard arena /ma leave – Leave the Arena /ma spectate -Watch mob arena fighting from the spectators Arena WARNING: MobArena can be glitchy and damage your inventory! DO NOT JOIN from Odyhia.. make sure you use /mvp massively to go to massively world before joining. It is also good idea to store something precious (enchanted objects, diamonds etc) in a coffin before joining the MA Battles. Multiverse Teleports /mv spawn – Teleport spawn point in the current world /mv list – list the worlds you can TP to /mvp <worldname>;– teleports you to the selected world /mvp scooter – Teleport to Massively World (Spawn World) /mvp massive – Teleport to Massively World /mvp saesur – Teleport to Saesur World /mvp endywoodtoo – Teleport to Endywoodtoo World /mvt p-seenith – Teleport to Saenith World /mvtp saenith_nether – Teleport to the Saenith Nether /mvtp okali – Teleport to Okali World /mvtp odyhia – Teleport to the Odyhia World /mvtp survivalnether - Teleport to Survival Nether /mvtp inttown – Teleport to TNTTown Supply Signs (Use) Right click on the sign to open your chest and fill your stock with Teleporterera Verktyg /sethome – Ställer ditt hem till din nuvarande position<worldname>; <z>; <y>; <x>; <player>; <player>; – Teleports you home /pa <playername>;– request to tp to any /pahere <playername>;– request to tp someone to you /paccept – accept a request /pdeny - deny a request /back – Returns the player to its last position from a previous teleport. Also allows players to use back to go to their death spot. Time Voting /timevote – Start a poll to change the time in your current world Users Online /mv as – List all players currently logged into the world you are currently in /mv as -a – List all players currently logged on to all worlds Warps /warp [warpname] – Warp to a preset location. /warps - Lists all Warp Names available. Weather Voting /weathervote – Start a poll to change the weather in your current world. Venturers can use Spore commands, plus the following: Warp (Create) /setwarp [warpname] Create warp characters – Make a sign with [Warp] on the first line and the name of warp on the second row Nomads can use Spore and Venturer commands, plus the following. Nomad's Essentials Commands Spawn a/large tree type tree[redwood]jungle Navigators can use Spore, Venturer and Nomad commands, plus the following. Supply Signs (Create) Place a character and set the first line to [Supply]. On each of the remaining lines, put the name(or object id) of the contents of the supply sign Breast Sign: To place a sign on a chest, make sure that it is not within a block of another chest. Place your delivery sign on the ground next to your chest and it will attach itself to your chest after you finish editing the character. Right click on the sign or chest will show the contents of the character. If you want, you can put two signs on a large chest. Dispensers: Attach a sign to a dispenser in the same way that you would attach one to a chest. The inventory of the dispenser will always be full of what is on the sign. If you use a kit, or if you put multiple items on the sign, only the first one will be used. Remember that dispenser requires redstone to activate, so it might be a good idea to wire up the dispenser and test it before attaching the sign. Time Lord Tools /set [time] [world] - Set the time in the world [world] to [time] Applicable [time] values: dusk, day, dawn, night Note: If no [world] is specified it will default to your current world Weather God Tools /weatherset [world] - Set the weather in the world [world] to [weather] Applicable [weather] values: sun, rain, thunder, storm Jnr Moderators can use Spore, Venturer, Nomad and Navigator commands, plus the following: Hi. This may be a stupid thread but I have a minecraft server with access to commands / cheats, I died because I was switching between Creative and Spectator Mode and I wrote the wrong number, fell and died. By any my bed wasn't used until that point so I lost my spawn/death point. I have access to commands / cheats but info. I had written down apparently not<playername>; <playername>; <playername>; correct one, I had: X 19705, Y: ?; Z: 63 and it's not accurate at all because I'm teleported to that point with the Y 100 and I simply can't find it. Is there any way of TP to death point? Solved! I FOUND THEM! I went to my log folder and found them on something from yesterday[17:55:52] [Server thread/INFO]: ----[local:E:05fb1b09] logged in with entity ID 157 on (19710.784714461926, 62.0, 9192.133282369301)So I was wrong about the coordinates, I couldn't have been right of course. But that's how you can solve it! :)Page 2 15 comments`