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Minecraft set time night command

I wanted a mechanism that's able to make it stay day all the time, and I tried to think ways, but they don't work. How do I do it? In all my worlds when I do/time set night it doesn't work, and instead stay daytime. Also once the game reached the point it would turn to the night it goes back to the beginning of a day. So I have no way to make it nightly. I have the same problem with the /weather rain command, when I enter it the weather remains clear. Also when I enter an assignment like/time set night it says set time to 13000, but as I said it stays day of Minecraft Wiki Add to the in-game day. time query < commands= changes= or= queries= the= world's= game= time.= in= bedrock= edition,= time= add,= time= query= and= time= set= three= separated= commands.= syntax[edit]= time= add=> </time > </time>(day[game|time|day] current Queries time set time Set < TimeSpec> </time>the </amount: int=> </time> </daytime|game|time|day> </amount: int=> </time: timespec=>in-game day. Religion[edit] JE: </time>: timeBE: amount: int: int Must be a time in Minecraft. In Java Edition, it must be a single-precision floating point number suffix with a unit. Units include: d: an in-game day, 24000 gameticks;s: a second, 20 gameticks;t (default and omitted): a single gametick; the default unit. The time is set to the nearest integer tick after unit conversion. For example, .5d is the same as 12000 ticks. In Bedrock Edition, this should be a 32-bit integer number. Specifies the time to add or set. day[game|time|day Specify the time to query. Must be day, game time or day. Day - the number of game ticks since dawn. (the in-game day modulo 24000) gameplay - the age of the world in game ticks. (the game time modulo 2147483647) day - the number of in-game days passed. (the in-game day divided by 24000, then modulo 2147483647) JE: </TimeSpec>: literally (day|night|afternoon|midnight) BE: time: TimeSpec Needs Day, Night, Noon, Midnight, Sunrise [Bedrock Edition only], or sunset [Bedrock Edition only]. Specify the time to set (day = 1,000, night = 13,000, noon = 6,000, midnight = 18,000, sunrise = 23,000 [Bedrock Edition only], sunset = 12,000 [Bedrock Edition only]). Edit source] CommandTriggerJava EditionBedrock Edition anythe arguments are not correctly specified unspeakably failed on successChanges or queries the time. Edit source] CommandEditionSituationSuccess Count/perfrom store success.../execute store result... /time add... /time set... Java EditionOn success11st time of this day (the in-game day modulo 24000) after execution/time query... On success11, the value anyBedrock EditionOn failedN/AN/A On success1N/AN/A Examples[edit] To set the time on te stel: tydstel 1000 of tydsteldag Om een dag by die</TimeSpec> </time> </time> </amount.> </daytime|game|time|day> </time> </amount: int=> </time> </TimeSpec> </time> </time> </time> time: time adds 24000 History]Edit assignments Time redirected here. For the command, see Commands/Time. A time-lapse of the daylight cycle The daylight cycle is a 20-minute long cycle between two headlight settings. In Minecraft, time is exactly 72 times faster than normal time. This can be easily calculated if the ratio is 144020 = 72, since there are 1440 minutes (86400 seconds) in a real day (3600sec x 24 hours) and 20 minutes (1200 seconds) in a full Minecraft day, assuming the tick speed is maintained at 20 ticks/seconds. A collection of time unit conversions are listed below: Minecraft time to real time[edit] Minecraft time Minecraft ticks Real time 1 second 0.27 0.0138 seconds 1 minute 1 6.6 0.83 seconds 1 hour 1,000 50 seconds 1 day 24,000 20 minutes 1 week (7 days) 168 1 lunar cycle (8 days) 192,0002.6 hours (2h 40min) Real time to Minecraft time[edit] Approxising real time to Minecraft time: Real time Minecraft time 1 tick 3.6 Minecraft seconds 16 (72 seconds) 10 seconds 12 minutes (720 seconds) 50 seconds 1 hour (60 minutes, 3600 seconds) 1 minute (60 seconds) 1 hour and 12 minutes (72 minutes, 4320 seconds) 1 hour 3 days 1 day 72 days 1 month 2,160 days 1 year ≈ 26,297.5 days 24-hour Minecraft day[edit] a Chart showing the prejudice of Minecraft time to real time. Image Minecrafttime from day Minecraffticks Real time (minutes) Event 06:00:00.0 (24000) 0:00(20:00) Start of the Minecraft day. Villagers awaken and rise from their beds. 07:00:00.0 1000 0:50 Time when using the /time set day command. 08:00:00.0 2000 1:40 Villagers start their workday. 11:43:22.8 5723 4:46.15 The clock begins to show exactly in the afternoon. 12:00:00.0 6000 5:00 Noon; the sun is at its peak. Time when using/time set noon. 15:00:00.0 9000 7:30 Villagers end their workday and start socialising. 18:00:00.0 12000 10:00 Time when using the /time set sunset [Bedrock Edition] command only. Villagers go to their beds and sleep. 18:00:36.0 12010 10:00.5 In rainy weather, beds can be used at this point. 18:02:24 12040 10:02 The internal skylight level begins to decrease. 18:32:31.2 12542 10:27.1 In clear weather beds can be used at this point. In clear weather, bees enter the nest/hive for the night. In clear weather, ingiling gangs no longer burn. 18:36:36 12610 10:30.5 The clock shows exactly twilight (day to night). 18:47:09.6 12786 10:39.3 The solar zenith angle is 0. 18:58:08.4 12969 10:48.45 First tick when monsters spewed outdoors in rainy weather. [note 1] 19:00:00.0 13000 10:50 Time when using the /time set night command. 19:11:16.8 13188 10:59.4 First tick when monsters sped out outdoors in clear weather. [note 1] 23:50:34.8 17843 14:52.7 The clock begins to show exactly midnight. 00:00:00.0 18000 15:00 Midnight; The is at its peak. Time when using the /time set midnight command. Command. 22812 19:00.6 Last tick when monsters spewed outdoors in clear weather. [note 1] 05:00:00.0 23000 19:10 Time when using the /time set sunrise [Bedrock Edition only] command. 05:01:51.6 23031 19:11.55 Last tick when monsters spewed outdoors in rainy weather. [note 1] 05:02:27.6 23041 19:12.1 The clock begins to show exactly dawn. 05:12:57.6 23216 19:20.8 The solar zenith angle is 0. 05:27:36.0 23460 19:33 In bright weather beds can no longer be used. In clear weather, Bees leave the nest/hive. In clear weather, ingiling gangs begin to burn. 05:57:39.6 23961 19:58.1 The internal skylight level reaches 15, the maximum. 05:59:31.2 23992 19:59.6 In rainy weather beds can no longer be used. Religion[edit] This is the beginning of a new day. Daytime is the longest portion of the cycle, lasting 10 minutes. Start: 0 ticks (06:00:00.0) Mid: 6000 ticks (12:00:00.0) End: 12000 ticks (18:00:00.0) When a player first starts in single player, the daylight cycle always starts at the beginning of the day (0:00). Most multiplayer servers also start at the beginning of the day, but the daylight cycle continues regardless of any new players joining. During the day, the Sun rises to its peak in a light blue sky. The exact color of the sky depends on the current biomes; for example, desert skies are a lighter shade of blue than plains sky. All blocks that are in direct vertical views of the sky receive sunlight at the internal skylight level 15, which is the maximum. Sunlight provides ample light for the growth of saplings, grass blocks and crops. Most ervenous gangs (including zombies and skeletons) exposed to direct sunlight (and are not in shade, in water, or wearing helmets) have been set on fire. In addition, sunlight spiders deliver neutral unless they are currently chasing the player, and any endermen exposed to sunlight randomly teleport when near the player and randomly become neutral if they were aggressive for at least 30 seconds. Edit source] Sample sunset seen from a high location on the map. Sunset is the period between day and night, and always lasts 56 minutes. Start: 12000 ticks (18:00:00.0) End: 13000 ticks (19:00:00.0) During sunset, the sun drops on the western horizon, and the moon rises on the eastern horizon. The sky near the sun glows a vibrant orange-red. The internal airlight level decreases. Eventually, undisturb gangs exposed to direct sunlight are set not to burn. Between dusk and dawn, players can sleep in a bed. In singleplayer mode, do so advances the daylight cycle to dawn and set the weather to clear. It also occurs in multiplayer as long as every player is in a bed online simultaneously. However, time does not succeed for other aspects of the world; crops, for example, do not grow and ovens do not boil or smell it would when players are awake. Religion[edit] Night redirects here. For night in Dungeons, see MCD:Night. A Tundra (Historical Alpha Version) biome during the night; various gangs can be seen. Night lasts 8 1⁄3 minutes. Start: 13000 ticks (19:00:00.0) Mid: 18000 ticks (00:00:00.0) End: 23000 ticks (05:00:00.0) During the night, the moon rises to its peak in a dark blue sky dotted with white stars The stars appear to be moving with the moon and can only be seen towards the end of the sunset. During the night, the world is covered in darkness; the internal skylight level falls to a minimum of 4, which allows enemy gangs to spit on the surface. The exact duration for which hostile gangs can spit into exposed areas is 13188 ticks. [note 1] Regardless of the low light level, crops still grow during the night as long as one player doesn't sleep. Edit source] Example of the Sun coming up in the horizon. Sunrise is the period between night and day, and always lasts 56 minutes. Start: 23000 ticks (05:00:00.0) End: 24000 (0) ticks (06:00:00.0) During sunrise, the moon sits on the western horizon and the sun rises on the eastern horizon. The sky near the rising Sun glows orange. The internal skylight level is rising. Ultimately, the effects of sunlight returning, dissipate the threat of most hostile gangs. A watch allows players to determine Minecraft time. A watch is useful while underground where the current day/night cycle is not visible. A watch helps the player to wrongly survive at night and fall prey to night-spat-out gangs on the surface. Watches turn useless in the Dutchman and the End because there is no daylight cycle in those dimensions. Edit Source] If commands are enabled, it is possible to change the current time with the /time commands, as outlined below. To enable or disable the daylight cycle, use the following command: /gamerule doDaylightCycle where[false Set time[edit] Specific times can be set with the /time set command. Syntax: /time set Examples: /time set 0 - Set the time to break on </number|day|noon|sunset|night|midnight|sunrise> / sunrise. /time set day - Set the time to 1000. /time set 12000 - Set the time to dusk/sunset. /time set sunrise [Bedrock Edition only] - Set the time to 23000. Religion[edit] Every day that progresses, add 24000 ticks to the time desk. While every day looks the same, the moon appears in one of eight different phases each night. Although there is no explicit command to change the moon's phase,/time 24000 advances the moon to its next stage. Moreover, any of the phases can be obtained using one of the following commands: /time set 14000 - Full moon/time set 38000 - Dwindling gibbous/time set 62000 - Third quarter/time set 86000 - Dwindling ale/time set 110000 - New Moon tyd stel 134000 - Was sekel / tyd stel 158000 - First quarter / tyd stel 182000 - Was </number|day|noon|sunset|night|midnight|sunrise> </number|day|noon|sunset|midnight|sunrise> Edit Source] Icon Performance-in-Game Description Actual Requirements (if otherwise) Gamerscore earns Trophy Type (PS) Passing the TimePlay for 100 days. Play for 100 Minecraft days, which equates to 33 hours in real time.20GBronze Video[edit] History[edit] Java Edition Indev February 12, 2010, 1Added the daylight-cycle. Java Edition Beta 1.8Pre-releaseln the leaked 1.8 pre-release version, the player can manipulate the time by pressing F6 to reverse time and F7 to progress time. Daylight cycles no longer need piece updates, now is a smooth transition. Java Edition 1.0.0Beta 1.9 Prerelease 4Notch mentioned on its Twitter that the sun actually rose in the north in Minecraft. [1] It was a mistake and was fixed in Beta 1.9 Prerelease 4, so the Sun and moon are now both rising to the east; [2] It also changed Southwest rule to the South East's rule. Added lunar phases. [4] 1.3.112w21a The stars featured at night were updated to be more realistic (slightly smaller and brighter). 1.513w01aDaylight sensors determine what time of day it is by output of a red-brick signal. 1.6.113w24/gamerule doDaylightCycle added, which turns the daylight cycle up or down. Pocket Edition Alpha 0.2.0Added the daylight cycle. 0.4.0The day is now longer. 0.5.0The Dutch reactor fair sets the time to night. 0.7.3Added sunrises, sunsets, the sun, the moon and stars. 0.10.0build 1Added the daylight cycle to creative mode. The time of day is now more accurately synchronized in multiplayer. 0.11.0build 1Added option to eliminate daylight cycle, in creative mode only. Pocket Edition 1.1.0alpha 1.1.0.0The sun and moon are now rising to the east and sitting in the west. (Previously, they got up in the north and went to the south.) The sun and moon rotate around the player, not the center of the map. They always remain in the same position relative to the stars, and to each other. Because of this fact, solar eclipses in Minecraft are currently impossible. Also because of this fact, technically lunar eclipses (also known as blood moons) would happen every night. In Java Edition, day and night do not continue when a single player pauses game. This does not apply when a GUI window (such as the stock) is opened. In multiplayer, this is not the case; time normally continues as long as the server is on. The sun and moon are both visible when standing at an altitude above the site or flying at about 1.4× the set delivery distance. The daylight cycle continues while the player is in the Dutchman or The End, although the world itself doesn't change until the Overworld is re-loaded. This can be observed if the player creates a village in a different dimension and observes the schedule that progresses as normal. Background game music is caused at specific times of the daylight cycle. [Only Issue] [check the code] The highest value of time that can be set with the /time set command 2,147,483,647 (231-1; the 32-bit integer limit). That equates to 89478 days and 11647 ticks. Real-time equivalent (tel as of January 1, 1 CE, year 0 did not exist): December 25, 1581 CE at 11:28:58.8. Without leap years, it would be January 1, 1582 CE at 17:28:58.8. Elapsed real time: about 1242 days (3 years and 147 days, ignore leap years) and 18 hours. Using NBT editors, the largest time value that can be set is 9,223,372,036,854,775,807 (263-1; the 64-bit integer limit). After this point, the value overflows to be -263, and as it picks up, the daylight cycle progresses backwards. At this time, 384,307,168,202,282 days, 7 hours, 48 minutes and 25.2 actual seconds would have elapsed, or about 1,052,197,288,656.93977368916981 year. Edit source] ^ a b c d e Time of day measured by first-time commands to be executed after the spawn cycle. Environment environment