minecraft

standalone

- https://vandal.elespanol.com/guias/guia-minecraft-los-mejores-trucos-y-consejos-2018/los-mejores-trucos-y-comandos-de-minecraft-2018

server

- https://minecraft-es.gamepedia.com/Server.properties
- https://www.beastnode.com/portal/knowledgebase/118/Make-Yourself-An-OporOwnerorAdmin.html
- https://minecraft-es.gamepedia.com/Administrador
- name → uuid: https://api.mojang.com/users/profiles/minecraft/<username>
- uuid → name: https://api.mojang.com/user/profiles/<uuid>/names

server.properties

```
#Minecraft server properties
#Sat Apr 11 11:56:16 GMT 2020
spawn-protection=0 # zona alrededor del SPAWN de los jugadores dende no se puede destruir nada (default=16)
max-tick-time=60000
query.port=25565
generator-settings=
force-gamemode=false
allow-nether=true
enforce-whitelist=false
gamemode=survival
broadcast-console-to-ops=true
enable-query=false
player-idle-timeout=0
difficulty=easy
spawn-monsters=true
broadcast-rcon-to-ops=true
op-permission-level=4
pvp=false # matarse entre jugadores (default: true)
snooper-enabled=true
level-type=default
hardcore=false
enable-command-block=true
max-players=5
network-compression-threshold=256
resource-pack-sha1=
max-world-size=29999984
function-permission-level=2
rcon.port=25575
server-port=25565
texture-pack=
server-ip=
spawn-npcs=true
allow-flight=false
```

```
level-name=world
view-distance=10
resource-pack=
spawn-animals=true
white-list=false
rcon.password=minecraft
generate-structures=true
max-build-height=256
online-mode=true
level-seed=
prevent-proxy-connections=false
use-native-transport=true
enable-rcon=true
motd=Servidor dels Guirao-Torres-Marti
```

ops.json

```
[
  {
    "uuid": "f070d937-4b46-4a5c-bf7f-4d0ea7819a17",
    "name": "matebcn",
    "level": 4,
    "bypassesPlayerLimit": false
  }
]
```

mcrcon

- https://sourceforge.net/projects/mcrcon/
- connect:

```
mcrcon -H 172.17.0.3 -t -p <PASSWORD>
```

- commands:
  - **fill <X1> <Y1> <Z1> <X2> <Y2> <Z2> minecraft:diamond_ore**
    - minecraft:diamond_block
  - https://minecraft.gamepedia.com/Commands/teleport
    - To teleport yourself to Alice: **teleport Alice**
    - To teleport all players to yourself: **teleport @a @p**
    - To teleport yourself to x=100 and z=100, but three blocks above your current position: **teleport 100 ~3 100**
    - To rotate the nearest player 10 degrees to the right without changing their position: **teleport @p ~ ~ ~ ~10 ~**
    - To teleport yourself to the same coordinates, but in the Nether: execute in minecraft:**the_nether run teleport ~ ~ ~**
    - To teleport all players to x=84 y=57 z=79 in the End: execute as @a in minecraft:**the_end run teleport 84 57 79**
    - To teleport Alice to x=251 y=64 z=-160 in the Overworld: execute as Alice in minecraft:**overworld run teleport 251 64 -160**

all commands:

- https://bukkit.gamepedia.com/CraftBukkit_Commands

- ```
  /advancement (grant|revoke)
  /ban <targets> [<reason>]
  /ban-ip <target> [<reason>]
  /banlist [ips|players]
  /bossbar (add|get|list|remove|set)
  /clear [<targets>]
  /clone <begin> <end> <destination> [filtered|masked|replace]
  /data (get|merge|modify|remove)
  /datapack (disable|enable|list)
  /debug (report|start|stop)
  /defaultgamemode (adventure|creative|spectator|survival)
  /deop <targets>
  /difficulty [easy|hard|normal|peaceful]
  /effect (clear|give)
  /enchant <targets> <enchantment> [<level>]
  /execute
  (align|anchored|as|at|facing|if|in|positioned|rotated|run|store|unless)
  /experience (add|query|set)
  /fill <from> <to> <block> [destroy|hollow|keep|outline|replace]
  /forceload (add|query|remove)
  /function <name>
  /gamemode (adventure|creative|spectator|survival)
  /gamerule
  (announceAdvancements|commandBlockOutput|disableElytraMovementCheck|disableRai
  ds|doDaylightCycle|doEntityDrops|doFireTick|doImmediateRespawn|doInsomnia|doLi
  mitedCrafting|doMobLoot|doMobSpawning|doPatrolSpawning|doTileDrops|doTraderSpa
  wning|doWeatherCycle|drowningDamage|fallDamage|fireDamage|keepInventory|logAdm
  inCommands|maxCommandChainLength|maxEntityCramming|mobGriefing|naturalRegenera
  tion|randomTickSpeed|reducedDebugInfo|sendCommandFeedback|showDeathMessages|sp
  awnRadius|spectatorsGenerateChunks)
  /give <targets> <item> [<count>]
  /help [<command>]
  /kick <targets> [<reason>]
  /kill [<targets>]
  /list [uuids]
  /locate
  (Buried_Treasure|Desert_Pyramid|EndCity|Fortress|Igloo|Jungle_Pyramid|Mansion|
  Mineshaft|Monument|Ocean_Ruin|Pillager_Outpost|Shipwreck|Stronghold|Swamp_Hut|
  Village)
  /loot (give|insert|replace|spawn)
  /me <action>
  /msg <targets> <message>
  /op <targets>
  /pardon <targets>
  /pardon-ip <target>
  /particle <name> [<pos>]
  /playsound <sound>
  (ambient|block|hostile|master|music|neutral|player|record|voice|weather)
  /recipe (give|take)
  /reload
  /replaceitem (block|entity)
  /save-all [flush]
  /save-off
  /save-on
  ```
  ```

```
/say <message>
/schedule (clear|function)
/scoreboard (objectives|players)
/seed
/setblock <pos> <block> [destroy|keep|replace]
/setidletimeout <minutes>
/setworldspawn [<pos>]
/spawnpoint [<targets>]
/spectate [<target>]
/spreadplayers <center> <spreadDistance> <maxRange> <respectTeams> <targets>
/stop
/stopsound <targets>
[*|ambient|block|hostile|master|music|neutral|player|record|voice|weather]
/summon <entity> [<pos>]
/tag <targets> (add|list|remove)
/team (add|empty|join|leave|list|modify|remove)
/teammsg <message>
/teleport (<destination>|<location>|<targets>)
/tell -> msg
/tellraw <targets> <message>
/time (add|query|set)
/title <targets> (actionbar|clear|reset|subtitle|times|title)
/tm -> teammsg
/tp -> teleport
/trigger <objective> [add|set]
/w -> msg
/weather (clear|rain|thunder)
/whitelist (add|list|off|on|reload|remove)
/worldborder (add|center|damage|get|set|warning)
/xp -> experience
```

From:
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Permanent link:
https://matebcn.eu/software:games:minecraft:start

Last update: **11/04/2020 17:28**