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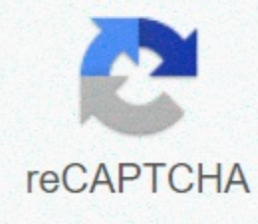
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Minecraft set world spawn command

This article is intended for more experienced Minecraft/Minecraft: Education Edition players and goes deep with commands. To start using the necessary commands and basics for coordinates and targeting, visit this page. This article will discuss: How to use the More Information feature on using coordinates Customize worlds with commands (time, weather) World Builders Helpers (Fill, Clone and more) Items (Giving and Enchanting) Interaction with players (communication, movement, and more) New Code Builder commands (November 2018) Code Wizard in Minecraft: Education Edition (version 1.7.1) How to use /? and /help: Type /help for the first page. Type /help with the number after it to go to the specified page. There are a total of ten command pages. T More about using coordinates This section in the Minecraft Wiki explains the commands and coordinates for customizing worlds with time syntax commands: /time set (number) This changes the time of day. 0 is equal to 6:00 a.m. and 23000 is equal to 5:00 a.m. Example: /time set 16000 will change the time to 10:00 p.m. Time also has two additional commands: Syntax: /time add (number) This command adds time to the world. For example, /time add 1000 to add an hour of time to the clock. Syntax: /time query (day or game time) Use /time query daytime to find out game time and game time to see the total amount of time elapsed. Weather syntax: /weather (string) (duration) Duration is set in seconds for the specified weather to the last. Leave this space blank to set the weather to a random time between 6000 and 18000 seconds. Syntax: /toggledownfall This command will immediately change the weather. If it is serene, it will begin to rain or snow depending on the biome. If it rains or snows, it will become bright. World-building helpers Two commands will help you build the world in no time: /clone Syntax: /clone <x1> <y1> <z1> <x2> <y2> <z2> <x> <y> <z>x1 y1 z1 are the coordinates of the beginning of the region that you want to clone x2 y2 z2 are the coordinates of the end of the region to clone x y from the region mark, where the /fill Syntax clone appears: /fill <x1> <y1> <z1> <x2> <y2> <z2> <blockName>These commands will help you customize your world: /setblock Syntax: /setblock <x> <y> <z> <blockName>If you want to replace a brick with glazed terracotta at a specific coordinate , this is the command you need. /setworldspawn Syntax: /setworldspawn <x> <y> <z>Use /setworldspawn to set the spawn point for all players to the point where you currently fit. Use /setworldspawn <x> <y> <z>z x y z coordinates to set a new spawn point for all players. Składnia: /spawnpoint <playername> <x> <y> <z>x y z są współrzędne, które chcesz, aby pewien gracz pojawił się w /setmaxplayers Składnia: /setmaxplayers (liczba) Minecraft: Education Edition obsługuje maksymalnie 30

użytkowników na grę wieloosobową,</z> </y> </x> </playername> </z> </y> </x> </z> </y> </x> </blockName> </z> </y> </x> </blockName> </z2> </y2> </x2> </z1> </y1> </x1> </z> </y> </x> </z2> </y2> </x2> </z1> </y1> </x1> </x1> You. If you want to limit it further just put the number in. If you put a number greater than 30, you will receive a message and the maximum number will be set to 30. /testforblock Syntax: /testforblock <x> <y> <z> <blockName>Example: /testforblock 7 8 9 brick_block will check whether the brick block is in coordinates 7 8 9 Items Provide visitors to your world with items and also make them more efficient: /give Syntax: /give <playername> <itemName> <amount>Example: /give EmmaM camera 1 will give the player EmmaM one camera. /enchant Syntax: /enchant <playername> <enchantmentID> <level>If a player holds an item, this command will enchant the item. You can find a list of enchantment ID numbers here. Commands that have a direct impact on players As a teacher, they can be useful in classroom mode. /list Syntax: /list This command will display players currently connected to the server. /kill Syntax: /kill <playername>This will kill the player. /xp Syntax: /xp <number> <playername>This will give the amount of XP specified to the player. Use /xp <number> <playername>L to give multiple levels to a named player. /say Syntax: /say <message>This will send a message to all /tell and /msg Syntax: /tell <playername> <message>or /msg <playername> <message>This will send a message to the specified player /summon Syntax: /summon Use <entity name=>this to spawn the entity at the current position. Add <x> <y> <z> to specify the different coordinates that you want to give birth to the entity. /tp Syntax: /tp <playername> <location>You can use coordinates or another player's name in the location field. New Code Builder Commands (November 2018) You can use the '/summon agent' to create or teleport an agent to you New command selectors for the agent, @c to target your agent, @v to target all agents. Only worldbuilders can target all agents. By default, all users will have worldbuilder permissions set to fake You can also now remove agents from the world using selectors, /remove @c to remove the agent or /delete @v for all agents. '/remove @e' will also remove all entities and all agents except agents of others if the person running the command is not a worldbuilder the usual type filters can also be used to target specific agents, so '/tp @e[type=Agent,name=Steve.Agent] @s' for example will view all entities for those agent of the type whose name is Steve.Agent and teleport them to you. For more shortcut, you can do '/tp @v[name=Steve.Agent] @s' to target a specific person's agent who is not your own for more checkout information: Code Builder in Minecraft: Education Edition (version 1.7.1) It depends on who the player you are talking about is. The important thing is that the rebirth of the world and the spawn of the player are completely separate things, and these commands affect one of them, but not the other. /setworldspawn moves</location> <playername> <z> </y> </x> <entity> <message> <playername> <message> <message> <playername> <number> <playername> <number> </z> <blockName> Coded Point in the World: This is where new players and players whose spawn points are invalid (e.g. broken or locked beds) appear. No player with an important spawn set elsewhere will change. /spawnpoint changes the spawn point as if you were using a bed. Thus, the result of typing /setworldspawn then /spawnpoint would change the default world spawn point to the coordinates specified in the first order, and then set the spawn point to the coordinates specified in the second order. If you mean someone else, what happens depends on whether they already have a spawn point set with a bed or with /spawnpoint: If they don't already have their own spawnpoint, their spawnpoint becomes a new spawnpoint. If they already have their own spawn point, nothing changes for that player. Take a look at the Minecraft-Wiki entry for Spawn. Since Minecraft version 1.3, players in both singleplayer and multiplayer mode will spawn, by default, anywhere in the 20x20 area focused on the spawn point world. A single player can change the spawn point by lying in bed only — they don't have to sleep (which can only happen if all players are in bed at the same time). Unlike respawn when a player appears, the player's spawn point is set to specific coordinates; the player will always be reborn on the same block. This block is also when the player is placed when the player gets out of bed. If there are transparent blocks above the spawn block, the player will be reborn on top of the blocks, but get out of bed on the same level as the bed. Emphasis added. Setting only worldspawn won't help, you need to set players spawnpoints. So the command you should use instead is /spawnpoint, <playername> <x> <y> <z>which will actually set the spawn point as if it were sleeping in bed (see Commands). Just use @a to set it for each player at once. As Rokk points out, this won't work in lobby areas (i.e. where you first enter the world as a new player) because you need to run it for every player and you can't run it before the player first appears. In this case, I suggest a large enough (i.e. 20x20 or larger) spawning area, set with /setworldspawn. Keep in mind that you appear on the upper blocks in a certain area, so building it underground will not work. With Minecraft Wiki < commands= sets= the= world= spawn.= syntax[edit]= setworldspawn=> <pos>] [ ]<angle>setworldspawn [spawnPoint: x y z] Arguments[edit] JE: <pos>: block_posBE: spawnPoint: x y z: CommandPositionFloat In Java Edition, this must be a block entry consisting of <x>, and , with each must be <y> <z>total number or tilde and notation ambulance. Bedrock Edition must have three-dimensional coordinates with floating-point elements. Accepts tilde and liquid notations. Specifies coordinates</z> </y> </x> </pos> </angle> </pos> <x> </y> </z> </y> </x> </playername> </z>which will actually set the spawn point as if it were sleeping in bed (see Commands). Just use @a to set it for each player at once. As Rokk points out, this won't work in lobby areas (i.e. where you first enter the world as a new player)</pos> </angle> </pos> </z> </y> </x> </playername> </player> rebirth of the world. If not specified, default to the command execution block position. In Bedrock Edition x and z, which are greater than 30,000,000 or less than -30,000,000 return to 30,000,000 and -30,000,000 respectively. values greater than 256 and less than 0, return to 256 and 0 respectively. JE: <angle>the angle must be the angle of deviation, measured in degrees with the number of floats. -180.0 for north, -90.0 for due east, 0.0 for south, 90.0 for due west, to 179.9 west of north, before wrapping back to -180.0. Tilde notation can be used to determine rotation relative to the angle of deviation of the performer. You specify the angle of deviation at which you want the respawn. By default, the direction in which the artist is facing. Result[edit] CommandTriggerJava EditionBedrock Edition anythe arguments are not specified correctly Unparseable Failed On successSets the world spawn to the specified coordinate. Output[edit] CommandEditionSituationSuccess Count/execute store success .../execute store result ... anyJava EditionOn fail000 Na success111 Bedrock EditionOn fail0N/AN/A On success1N/AN/A Note[edit] For success, spawn pieces are also changed along with spawn world in Java Edition. The normal respawn spread is still in effect and can be set using the game rule. History[edit] See also[edit] /spawnpoint /clearspawnpoint Commands Commands Commands </angle>

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