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## Minecraft all day command

I've wanted a mechanism that can make it stay the day all the time, and I've been trying to think in a way, but they don't work. How do I do that? From Minecraft Wiki &lt; commands= changes= or= queries= the= the= game= time.= in= bedrock= edition,= time= add,= time= query= and= time= set= are= three= separated= commands.syntax[edit]= time= add=&gt; &lt;time&gt; &lt;time&gt;.adds in-game during the day. &lt;TimeSpec&gt; &lt;time&gt; &lt;amount: int=&gt; &lt;time&gt; &lt; daytime:[gametime]day&gt; &lt;amount: int=&gt; &lt;time: timespec=&gt; Arguments[edit] JE: &lt;time&gt;timeBE: amount: int: int Must be time Minecraft. In Java Edition, it must be a single-precision floating point number that is attached to the device. Units include:d: game day, 24,000 gameticks;s: second, 20 gameticks;t (default and outstanding): one gametick; the default unit. The time is set to the nearest integer mark after the unit has been adjusted.. Such as: 0.5d is the same as 12,000 ticks. In Bedrock Edition, it must be a 32-bit integer. Specifies the insert or set time. daily time[game time][day Specifies the query time. There must be a day, a game or a day. daytime - game ticks from dawn. (in-game daytime modulo 24000) gametime - the age of the world of game ticks. (game time modulo 2147483647) day - number of in-game days passed. (in the game during the day divided 24000, then modulo 2147483647) JE: &lt;TimeSpec&gt;; literal (day|night|noon|midnight) BE: time: TimeSpec Must be day, night, noon, midnight, sunrise [Underrock Edition only] or sunset [Bedrock Edition only]. Sets the specified time (day = 1000, night = 13,000, noon = 6000, midnight = 18,000, sunrise = 23,000 [Bedrock edition only], sunset = 12,000 [Base Rock edition only]). Result[edit] CommandTriggerJava EditionBedrock Edition all arguments are not set correctly parparun failed in successChanges or queries time. Output[edit] CommandEditionSituationSuccess Count / perform store success .../perform store result ... /time add .../time set ... Java EditionOn success11the time of day (game day modulo 24000) after execution / time query ... On success11, the value of anyBedrock EditionOn file0N/AN/A is success1N/AN/A Examples[edit] To set the time to 1000: time set 1000 or time set day Add one day of world time: time to add 24000 History[edit] Commands directs time here. For more information about the command, see Commands/Time. Daylight saving time is a 20-minute cycle between the two main light settings. In Minecraft, time is exactly 72 times faster than normal time. It can be easily calculated as a proportion of 1440,20 = 72 because the actual day is 1440 minutes (86400 seconds) (3600sec × 24h) and &lt;/TimeSpec&gt; &lt;/time&gt; &lt;/time&gt; &lt;/amount&gt; &lt;/daytime[gametime]day&gt; &lt;/time&gt; &lt;/amount&gt; &lt;/time&gt; &lt;/TimeSpec; &lt;/time&gt; &lt;/time&gt;minutes (1200 seconds) throughout Minecraft day, assuming tick speed is kept at 20 ticks per second. A set of time unit conversions is listed below; Minecraft time real-time Minecraft time Minecraft ticks Real time 1 second 0.27 0.0138 seconds 1 minute 1 minute 16.6 0.83 seconds 1 hour 1000 50 seconds 1 day 24,000 20 minutes 1 week (7 days) 1 week (7 days) 168,000 2.3 hours (2h 20min) 1 lunar cycle (8 days) 192,000 2.6 hours (2h 40min) Real-time Minecraft time[edit] convergence real-time Minecraft time: Real time Minecraft time 1 cross 3.6 Minecraft seconds 1 second 1 minute and 12 seconds. (72 seconds) 10 seconds 12 minutes (720 seconds) 50 seconds 1 hour (60 minutes, 3,600 seconds) 1 minute (60 seconds) 1 hour and 12 minutes (72 minutes, 4320 seconds) 1 hour 3 days 1 day 72 days 1 month 2160 days 1 year ≈ 26,297.5 days of 24-hour Minecraft day[edit] Chart shows the convergence of Minecraft time in real time. Image of Minecrafttime days Minecraffticks Real Time (minutes) Event 6:00:00.0 00 (24000) 00:00(20:00) Minecraft day start. The villagers wake up and rise from their beds. 07:00:00.0 1000 0:50 When using the day command specified at the time. 08:00:00.0 2000 1:40 Villagers start their working day. 11:43:22.8 5723 4:46.15 Clock starts at noon. 12:00:00.0 6000 5:00 noon; the sun is at its peak. Time when you use /time set at noon. 15:00:00.0 9000 07:30 The villagers will finish their working day and start communicating. 18:00:00.0 12000 10:00 Time when you use the /time set sunset [Bedrock Edition only] command. The villagers go to their beds and sleep. 18:00:36.0 12010 10:00.5 In rainy weather, beds can be used here. 18:02:24 12040 10:02 Internal sky light level begins to decrease. 18:32:31.2 12542 10:27.1 Clear weather, you can use the beds here. In clear weather, bees enter the nest/hive overnight. In clear weather, undead mobs no longer burn. 18:36:36 12610 10:30.5 Clock shows exactly dusk (day to night). 18:47:09.6 12786 10:39.3 The sun's senile angle is 0. 18:58:08.4 12969 10:48.45 First tick when monsters spawn outdoor rainy weather. [Note 1] 19:00:00.0 13000 10:50 Time when you use /time specified at night. 19:11:16.8 13188 10:59.4 First cross when monsters spawn outside in clear weather. [Note 1] 23:50:34.8 17843 14:52.7 Clock begins to show exactly midnight. 00:00:00.0 18000 15:00 Midnight; The moon is at its peak. Time when you use the /time set midnight command. 4:48:43.2 22812 19:00.6 The last tick, when monsters spawn outdoors in clear weather. [Note 1] 5:00:00.0 23000 19:10 Time when you use the /time set sunrise [Bedrock Edition only] command. 5:01:51.6 23031 19:11.55 Last tick when monsters spawn outdoor rainy weather. [Note 1] 5:02:27.6 23041 19:12.1 Clock begins to dawn exactly. 05:12:57.6 23216 19:20.8 The sun's senile angle is 0. 05:27:36.0 23460 19:33 You can't get beds in clear weather Use. In clear weather, the bees leave the nest/hive. In clear weather, immortal mobs will burn. 05:57:39.6 23961 19:58.1 The inner celestial light reaches 15, maximum. 05:59:31.2 23992 19:59.6 In rainy weather, beds can no longer be used. This is the beginning of a new day. The daily time is the longest part of the cycle, lasting 10 minutes. Start: 0 ticks (6:00:00.0) Mid: 6,000 ticks (12:00:00.0) End: 12,000 ticks (18:00:00.0) When a player first spawns a singleplayer, the daylight cycle always starts at the beginning of the day (00:00). Most multiplayer servers also start at the beginning of the day, but the daylight cycle continues regardless of the new players joining. During the day, the sun rises to its climax in the light blue sky. The exact color of the sky depends on the current biome; for example, the desert sky is lighter shade blue than the plains of the sky. All blocks that have a direct vertical view of the sky get sunlight at an internal sky-light level of 15, which is the maximum. Sunlight provides ample light for the growth of seedlings, grass blocks and crops. Most undead mobs (including zombies and skeletons) meet direct sunlight (and are not in the shade, in the water, or wearing helmets) are on fire. In addition, sunlight makes spiders neutral when they are currently chasing the player and all endermen in open sunlight teleport randomly when close to the player and randomly become neutral when they have been aggressive for at least 30 seconds. Sunset sunset sunset is a time period between day and night and always lasts 5.6 minutes. Start: 12,000 ticks (18:00:00.0) End: 13,000 ticks (19:00:00.0) At sunset the sun descends on the western horizon and the moon rises on the idahoris. In the sky, the Sun glows in vibrant orange-red. The inner celestial light level is decreasing. Finally, undead mobs exposed to direct sunlight are set not to burn. Between dusk and dawn, players can sleep in bed. In singleplayer mode, making advances in the daylight cycle dawn and setting the weather clear. It also occurs in multiplayer as long as each player online is in bed simultaneously. However, time does not pass for other aspects of the world; For example, crops do not grow and stoves do not cook or smell as when players are awake. At night,[edit] Night will be directed here. For night Minecraft Dungeons, see MCD: Night. Tundra (Historic Alpha Version) biome at night; different mobs can be seen. The night time is 8 1.3 minutes. Start: 13,000 ticks (19:00:00.0) Mid: 18,000 ticks (00:00:00.0) End: 23,000 ticks (5:00:00.0) At night the moon rises to the top of the dark blue sky dotted with small white stars. The stars appear to move on the moon and may first be seen towards the end of sunset. In 2015, the world is covered with darkness; the internal sky-light level drops to at least 4, allowing hostile crowds to spawn on the surface. The exact duration at which hostile crowds are able to spawn in open areas are 13,188 ticks. [Note 1] Regardless of low light levels, crops continue to grow at night when one player does not sleep. Sunrise/dawn rose on the horizon. Sunrise is a time interval between night and day and always lasts 5.6 minutes. Start: 23,000 ticks (5:00:00.0) End: 24,000 (0) ticks (6:00:00.0) At sunrise, the moon sets on the western horizon and the sun rises on the Idahorison. Orange glows in the sky near the rising Sun. The inner celestial light level is increasing. Finally, the effects of sunlight return, defeating the threat of the most hostile mobs. The watch allows players to set Minecraft time. The clock is useful underground, where the current day/night cycle is not visible. The watch helps the player avoid a mistaken cover at night and fall prey to the night-time mobs on the surface. The clocks spin uselessly on Nether and End because there is no daylight cycle of these dimensions. Commands[edit] If the commands are enabled, you can change the current time with /time commands as described below. To enable or disable the daylight cycle, use the following command: /gamerule doDaylightCycle true/false Set time[edit] Certain times can be set with the /time set command. Syntax: /time set &lt;number[day|noon|sunset|night|midnight|sunrise&gt; Examples: /time set 0 – Sets the time to dawn/sunrise. Every day as it progresses, 24,000 ticks are added to the time counter. Although each 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 phase, using /time add 24,000 advances to the moon in its next phase. In addition, all stages are available, using one of the following commands: /time set 14000 – Full Moon / time set 38000 - Waning gibbous / time set 62000 - Third quarter / time set to 86000 - Waning Crescent / time set to 110,000 - New Moon / time set 134000 - Waxing Crescent / Time Set 158000 - First Quarter / Times Set 182000 - Waxing gibbous Achievements[edit] Icon Achievement In-Game Description Actual Requirements (if Different) Gamerscore Earned Trophy Type (PS) Passing TimePlay for 100 days. Play 100 Minecraft days, which is the equivalent of 33 hours in real time.20GBronze Video[edit] History[edit] Java Edition Indev February 12, 2010, 1Added daylight cycle. Java Edition Beta 1.8Pre-releaseIn leaked 1.8 pre-release version, the player can manipulate time &lt;/number[day|noon|sunset|night|midnight|sunrise&gt;press F6 to reverse the time, and the F7 key is the time to set the time. Daylight saving time cycles no longer require a piece of updates, now there is a smooth transition. Java Edition 1.0.0Beta 1.9 Prerelease 4Notch mentioned on his Twitter that the Sun actually rose north of Minecraft. [1] This was an error and was fixed in Beta 1.9 Prerelease 4, so the Sun and moon now rise to the east; [2] it also changed the south-west rule to the south-east rule. Added lunar phases. [3] [4] 1.3.112w21aA Stars appearing on the night have been updated to be more realistic (slightly smaller and brighter). 1.513w01aThe daily light sensors determine what time it is, giving out a redstone signal. 1.6.113w24a/gamerule doDaylightCycle added, which turns the daylight cycle on or off. Pocket Edition Alpha 0.2.0Aditated daylight cycle. 0.4.0The day is longer now. 0.5.0Ther the core of the reactor sets time for night time. 0.7.3Aditated sunrises, sunsets, sun, moon and stars. 0.10.0build 1Ad in daylight cycle in creative mode. The time is now more accurately synchronized with multiplayer. 0.11.0build 1Aded option to disable daylight cycle, creative mode only. Pocket Edition 1.1.0alpha 1.1.0.0The sun and moon are now rising to the east and located in the west. (They used to rise north and head south.) In 2004, Thailand became the first country in the world to have a new country in the world. They will always stay in the same position as the stars and

each other. Thanks to this, solar eclipses in Minecraft are currently impossible. Also due to this fact, technically lunar eclipses (also known as blood moons) would happen every night. Java Edition, day and night do not continue when singleplayer game is stopped. This does not apply when you open a GUI window such as inventory. Multiplayer, this is not the case; time usually runs as long as the server is turned on. The sun and the moon are so visible when standing or flying above the ground for about 1.4× set to change the distance. The daylight cycle continues when the player is Allther or The End, although the world itself will not change until Overworld is loaded again. This can be observed when a player creates a village in another dimension and monitors the schedule as usual as usual. Background game music is started during daylight saving time. [Java Edition only] [check code] The maximum time value that can be set by the /time set command is 2 147 483 647 (231−1, 32-bit integer). This is the equivalent of 89,478 days and 11,647 ticks. Real-time equivalents (taking into account 1 January 1, 1 CE, year 0 not available): 25. Without the overs of the year would be January 1, 1582 CE at 17:28:58.8. Past real life time: about 1,242 days (3 years and 147 days, ignoring leap years) and 18 hours. The NBT editors are the maximum time value that can be 9 223 372 036 854 775 807 (263−1, 64-bit integer). After that, the value of the overflow comes at -263, and as it adds, the daylight cycle progresses backwards. At that time, 384,307,168,202,282 days, 7 hours, 48 minutes and 25.2 real-life seconds would have passed, or about 1,052,197,288,656.93977368916999881. The notes[edit] ↑ a b c d e The time measured by the first commands shall be completed after the spawning cycle.

Environment Environment

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