

Dies ist ein Dokument was von ReisTastisch und Farbkanone von 2017 bis 2020 geführt wurde. In diesem Dokument stehen viele Commands und auch ein paar erklärungen zu ein paar commands. Darunter GRIEF, SideBar-Leertaste und Grupierte Sidebars.

Da ReisTastisch nun Permanent gebannt wurde, haben wir keinen Grund ein paar Geheimnisse und tricks zu veröffentlichen.

Viel Spaß! :)

ReisTastisch`s und Farbkanone`s ORIGINAL seid 2017

0 | ALLGEMEINES

SCHWARZ §0

DUNKEL BLAU §1

DUNKEL GRÜN §2

DUNKEL AQUA §3

DUNKEL ROT §4

DUNKEL LILA §5

ORANGE §6

GRAU §7

DUNKEL GRAU §8

BLAU §9

HELL GRÜN §a

HELL AQUA §b

HELL ROT §c

HELL LILA §d

HELL GELB §e

WEIß §f

DKEJHF §k

HH §m

HI §n

HI §l

HI §o

HI §r

Armour

- 0 | minecraft:protection | Protection
- 1 | minecraft:fire_protection | Fire Protection
- 2 | minecraft:feather_falling | Feather Falling
- 3 | minecraft:blast_protection | Blast Protection
- 4 | minecraft:projectile_protection | Projectile Protection
- 5 | minecraft:respiration | Respiration
- 6 | minecraft:aqua_affinity | Aqua Affinity
- 7 | minecraft:thorns | Thorns
- 8 | minecraft:depth_strider | Depth Strider (1.8)
- 9 | minecraft:frost_walker | Frost Walker (1.9)

Weapons

- 16 | minecraft:sharpness | Sharpness
- 17 | minecraft:smite | Smite
- 18 | minecraft:bane_of_arthropods | Bane Of Arthropods
- 19 | minecraft:knockback | Knockback
- 20 | minecraft:fire_aspect | Fire Aspect

21 | minecraft:looting | Looting

Tools

32 | minecraft:efficiency | Efficiency

33 | minecraft:silk_touch | Silk Touch

35 | minecraft:fortune | Fortune

Bows

48 | minecraft:power | Power

49 | minecraft:punch | Punch

50 | minecraft:flame | Flame

51 | minecraft:infinity | Infinity

Fishing Rods

61 | minecraft:luck_of_the_sea | Luck of the Sea
(1.8)

62 | minecraft:lure | Lure (1.8)

Everything

34 | minecraft:unbreaking | Unbreaking

70 | minecraft:mending | Mending (1.9)

/summon fireworks_rocket ~ ~1 ~

{LifeTime:30,FireworksItem:

{id:fireworks,Count:1,tag:{Fireworks:

{Flight:2,Explosions:[{Type:1,Flicker:0,Trail:0,Colors:

[I;1973019,11743532,3887386,5320730,2437522,80

73150,2651799,11250603,4408131,14188952,43123

72,14602026,6719955,12801229,15435844,1579032

0]]]]}}}

GRIEF

1. /testforblock x y z minecraft:BLOCK

2. /setblock ~ ~1 ~ minecraft:mob_spawner 0

replace {EntityId:PrimedTnt,SpawnData:

{Fuse:80},SpawnCount:1,SpawnRange:1,RequiredPla

yerRange:10,Delay:1,MinSpawnDelay:1,MaxSpawnD

elay:1,MaxNearbyEntities:200}

```
/summon FireworksRocketEntity ~ ~ ~  
{LifeTime:10,FireworksItem:{id:401,Count:1,tag:  
{Fireworks:{Explosions:  
[{Type:1,Flicker:0,Trail:0,Colors:  
[16712965,16750848,16772608],FadeColors:  
[16777215]}},{Type:1,Flicker:0,Trail:0,Colors:  
[65280,52479,1638655],FadeColors:[16777215]}},  
{Type:1,Flicker:0,Trail:0,Colors:  
[10551551,16711918,16711680],FadeColors:  
[16777215]}},{Type:1,Flicker:0,Trail:0,Colors:  
[16750848,16774912,2883328],FadeColors:  
[16777215]}]}]}]}
```

```
/summon FireworksRocketEntity ~ ~ ~  
{LifeTime:0,FireworksItem:{id:fireworks,Count:1,tag:  
{Fireworks:{Explosions:[{Type:1,Colors:  
[16711680],FadeColors:[16711680]}]}]}]}
```

/summon FireworksRocketEntity ~ ~ ~

{LifeTime:20,FireworksItem:

{id:fireworks,Count:1,tag:{Fireworks:{Explosions:

[{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

{Type:1,Colors:[16711680],FadeColors:[16711680]},

[illegible]

[illegible]

OP STUFF CHEST BLOCK PLACE

```
setblock ~ ~1 ~ minecraft:chest 0 replace {Items:
[{Slot:0,Count:1,id:276,tag:{ench:[{id:16,lvl:255},
{id:17,lvl:255},{id:18,lvl:255},{id:20,lvl:255},
{id:21,lvl:100},{id:34,lvl:255}],display:
{Name:"Excaliber",Lore:["This brings us to number
278","of the 1,000 provisions you","must observe. I
hate carrots.","Never even think about
putting","them in my food, you get it?"]}}},
{Slot:1,Count:1,id:278,tag:{ench:[{id:32,lvl:255},
{id:34,lvl:255},{id:35,lvl:100}],display:
{Name:"Unbreaking Diamond Pickaxe of
Fortune",Lore:"Fortune favours the brave"}}},
{Slot:2,Count:1,id:278,tag:{ench:[{id:32,lvl:255},
{id:33,lvl:1},{id:34,lvl:255}],display:
{Name:"Unbreaking Diamond Pickaxe of the Silk
Touch"}}},
{Slot:3,Count:1,id:277,tag:{ench:
[{id:32,lvl:255},{id:34,lvl:255},{id:35,lvl:100}],display:
{Name:"Unbreaking Diamond Shovel of Fortune"}}},
{Slot:4,Count:1,id:277,tag:{ench:[{id:32,lvl:255},
{id:33,lvl:1},{id:34,lvl:255}],display:
{Name:"Unbreaking Diamond Shovel of the Silk
Touch"}}},
{Slot:5,Count:1,id:279,tag:{ench:
[{id:32,lvl:255},{id:34,lvl:255}],display:
{Name:"Unbreaking Diamond Axe"}}},
{Slot:6,Count:1,id:293,tag:{ench:
```

```
[{id:34,lv:255}],display:{Name:"Unbreaking Diamond Hoe"}}},{Slot:7,Count:1,id:359,tag:{ench: [{id:32,lv:255},{id:34,lv:255}],display: {Name:"Unbreaking Shears"}}}, {Slot:8,Count:1,id:310,tag:{ench:[{id:0,lv:255}, {id:5,lv:255},{id:6,lv:255},{id:7,lv:255}, {id:34,lv:255}],display:{Name:"Spiked Diamond Helmet of the Water"}}},{Slot:9,Count:1,id:311,tag: {ench:[{id:0,lv:255},{id:7,lv:255}, {id:34,lv:255}],display:{Name:"Spiked Diamond Chestplate"}}},{Slot:10,Count:1,id:312,tag:{ench: [{id:0,lv:255},{id:7,lv:255},{id:34,lv:255}],display: {Name:"Spiked Diamond Leggings"}}}, {Slot:11,Count:1,id:313,tag:{ench:[{id:0,lv:255}, {id:2,lv:255},{id:7,lv:255},{id:34,lv:255}],display: {Name:"Spiked Diamond Boots of Feather Falling"}}}, {Slot:12,Count:1,id:261,tag:{ench:[{id:34,lv:255}, {id:48,lv:255},{id:49,lv:255},{id:50,lv:255}, {id:51,lv:1}],display:{Name:"Infinite Bow of the Flame"}}},{Slot:12,Count:1,id:346,tag:{ench: [{id:34,lv:255},{id:61,lv:255},{id:62,lv:255}],display: {Name:"Unbreaking Fishing Rod of Luring"}}}]}
```

1 | LEERTASTEN SIDEBAR

FORGE | http://files.minecraftforge.net/maven/net/minecraftforge/forge/index_1.8.html

FORMATING MOD § |

https://openeye.openmods.info/mod/sc0_textformatting

Das Zeichen: **§§§**

Beispiel: **§8GRAVITY§I§§§§§8WELL**

1.1 | GRUPPEN SIDEBAR

1. `/scoreboard objectives add <NAME (bsp: sidebar1)>
dummy <NAME (bsp: §8GRAVIT WELL §7/ §4§IADMIN)>`

.....

2. /scoreboard Teams option AGROUP color dark_red

/scoreboard Teams option BGROUP color gold

.....

3. /scoreboard objectives setdisplay sidebar.team.dark_red

<ZUVOR ERSTELLE SIDEBAR für bsp. **ADMIN**>

.....

2 | TELLRAWS

```
/tellraw @p ["",{"text":"\n--*--| "},{"text":"SPIELZEIT",  
"bold":true,"color":"blue"},{"text":"| --*--\n"},  
{"score":  
{"name":"@p","objective":"d"},"color":"yellow"},  
{"text":" Tag","color":"yellow"}],
```

```
{"text":"/","color":"white"},
{"text":"e","color":"yellow"},{"text":"\n"},{"score":
{"name":"@p","objective":"h"},"color":"yellow"},
{"text":" Stunde","color":"yellow"},
{"text":"/","color":"white"},
{"text":"n","color":"yellow"},{"text":"\n"},{"score":
{"name":"@p","objective":"m"},"color":"yellow"},
{"text":" Minute","color":"yellow"},
{"text":"/","color":"white"},
{"text":"n","color":"yellow"},{"text":"\n"},{"score":
{"name":"@p","objective":"s"},"color":"yellow"},
{"text":" Sekunde","color":"yellow"},
{"text":"/","color":"white"},
{"text":"n","color":"yellow"},{"text":"\n--*--| "},
{"text":"SPIELZEIT ","bold":true,"color":"blue"},
{"text":"|--*--\n"}]
```

```
/tellraw @p ["",{"text":"\n§f---*---| "}, {"text":"STATS
","bold":true,"color":"dark_purple"}, {"text":"§f|---
*---\n§7Du hast "}, {"score":
{"name":"@p","objective":"Coins"},"color":"yellow"}
,{"text":" Coins","color":"yellow"}, {"text":"\n§f---
*---| "}, {"text":"STATS
","bold":true,"color":"dark_purple"}, {"text":"§f|---
```

```
*---\n"]]
```

```
/tellraw
```

```
@a[score_LohnTime_min=600,score_LohnGruppen=3,score_LohnGruppen_min=3] ["",{"text":"\n|","color":"aqua"},{"text":" Lohn erhalten von: "}, {"text":"Rettungsdienst","bold":true,"color":"red"}, {"text":"\n"}, {"text":"|","color":"aqua"}, {"text":" Du hast deinen Lohn in höhe von "}, {"text":"100 Coins","color":"green"}, {"text":" erhalten!\n"}, {"text":"|","color":"aqua"}, {"text":" Dein Lohn wurde auf deinem Bank Konto gespeichert.\n"}]
```

```
/tellraw @a [""{"text":"Server","color":"gold"}, {"text":" × ","color":"gray"}, {"selector":"@a[score_tot_min=1]","color":"red"}, {"text":"","color":"gray"}, {"text":" hat sich zum ersten mal Verifiziert!","color":"green"}]
```

```
/tellraw @a[score_egg_min=1] ["",{"text": "»","color":"gray"}, {"text": " Deine
```

```
Fails", "color": "aqua"}, {"text": " «\n", "color": "gray"},  
{"text": "Fails: ", "color": "green"}, {"score":  
{"name": "@p[score_egg_min=1]", "objective": "death  
"}, {"color": "red"}, {"text": " Tode", "color": "red"}]
```

```
/tellraw @a ["" , {"text": "Season 3", "color": "gold"},  
{"text": " × ", "color": "gray"}, {"text": "Die  
Bewerbungsphase für ", "color": "gray"}, {"text": "VIP  
", "color": "gold"}, {"text": " /", "color": "gray"}, {"text": "  
YouTuber", "color": "white"}, {"text": " sind offen!  
Bewerbe dich ", "color": "gray"}, {"text": "HIER  
", "color": "green", "clickEvent":  
{"action": "open_url", "value": "https://  
docs.google.com/forms/d/1cVbugllzIDQHPvSt-  
lxYVSvd0moZ-mpNK1davn5m7Dc/edit"}}]
```

```
/tellraw @a ["" , {"text": "AABB  
", "obfuscated": true, "color": "light_purple"}, {"text": "  
Mysterie Chest", "color": "dark_purple"}, {"text": " "},  
{"text": "AABB", "obfuscated": true, "color": "light_purp  
le"}]
```

```
/give @p minecraft:banner 1 0 {BlockEntityTag:  
{Base:14,Patterns:[{Pattern:dls,Color:3},  
{Pattern:dls,Color:14},{Pattern:mc,Color:15},  
{Pattern:hhb,Color:3},{Pattern:cbo,Color:14},  
{Pattern:bs,Color:14}]}}
```

3 | EXECUTE & GIVE

```
/execute @a ~ ~ ~ detect ~ ~-1 ~ minecraft:barrier 0 /  
effect @p[r=2] minecraft:speed 1 10 true
```

```
/execute @a ~ ~ ~ detect ~ ~-1 ~ jukebox 0  
/scoreboard players set @a[r=0] jumpandrun 1
```

```
/execute @e[type=Arrow,score_TNTArrowG_min=1]
```

~ ~ ~ /summon Creeper ~ ~1 ~

```
{NoGravity:1b,powered:2,ignited:3,ExplosionRadius:
2,Fuse:2,Silent:0,ActiveEffects:
[{Id:14,Amplifier:0,Duration:2000,ShowParticles:0b}]
}
```

/give @p minecraft:skull 1 3

```
{SkullOwner:"ReisTastisch",display:{Name:$4$IMaNa
$f| $4ReisTastisch,Lore:[$7Erinnert an den alten
MaNa-Anführer.$f,$7Teil des $f"$4$IMaNa$f"$7-
Sets.$f,$7Wurde am 10.07.2020 entwickelt.]}
```

/give @p minecraft:bow 1 0

```
{Unbreakable:1,HideFlags:1,display:
{Name:"$4$I Terrorbande",Lore:[$7Zusammen Stark!
$r,$7Teil des $f"$4$IMaNa$f"$7-Sets.$f,$7Wurde am
27.06.2020 entwickelt.],color:11736084},ench:
[{id:48,lvl:5},{id:48,lvl:2}]}
```

/give @p minecraft:diamond_axe 1 0

```
{Unbreakable:1,HideFlags:1,display:
```

```
{Name:"§4§lUnheiler",Lore:[§7Zusammen Stark!  
§r,§7Teil des §f"§4§lMaNa§f"§7-Sets.§f,§7Wurde am  
25.06.2020 entwickelt.],color:11736084},ench:  
[{id:16,lvl:6}]}
```

```
/give @p minecraft:leather_chestplate 1 0  
{Unbreakable:1,HideFlags:1,display:  
{Name:"§4§lManisch",Lore:[§7Zusammen Stark!  
§r,§7Teil des §f"§4§lMaNa§f"§7-Sets.§f,§7Wurde am  
25.06.2020 entwickelt.],color:11736084},ench:  
[{id:0,lvl:10}]}
```

```
/give @p minecraft:feather 1 0 {AttributeModifiers:  
[{AttributeName:generic.movementSpeed,Name:gen  
eric.movementSpeed,Amount:10,Operation:0,UUIDL  
east:793313,UUIDMost:618101}],display:  
{Name:§b§lSPEED !!!!!}}
```

```
/give @p minecraft:iron_chestplate 1 0  
{AttributeModifiers:
```

```
[{AttributeName:generic.movementSpeed,Name:generic.movementSpeed,Amount:-0.1,Operation:0,UUIDLeast:793313,UUIDMost:618101}],display:{color:0,Name:"S.Ritter-Weste",Lore:[Schwartz wie die Sele!]},ench:[{id:0,lvl:25},{id:1,lvl:25}]}w
```

```
/give @p minecraft:leather_boots 1 0  
{Unbreakable:1,HideFlags:1,display:  
{Name:"§6§lRache des Marudeurs§r",Lore:[§7Räche  
dich an alle!§r,§7Teil des §f"§6§lReisTastisch§f"§7-  
Sets.§f,§7Wurde am 25.06.2020  
entwickelt.],color:2697513},ench:[{id:0,lvl:10}]}
```

4 | ARMORSTAND & VILLAGER

```
/entitydata @e[c=2] {DisabledSlots:2039583}
```

/entitydata @e[r=1] {Marker:1b}

/summon Villager ~ ~1 ~
{CustomName:"Umfrage",CustomNameVisible:1,Prof
ession:0,Offers:{Recipes:
[]},Invulnerable:1,NoAI:1,Silent:1}

/summon Villager ~1 ~ ~ { Profession: 1,
CustomName: "BEDWARS SHOP",
CustomNameVisible: 1, Career: 1, CareerLevel:
42, CanPickUpLoot: 0, PersistenceRequired: 1,
Invulnerable: 1, Attributes: [{ Name:
"generic.knockbackResistance", Base:
"1f" }], Offers: { Recipes: [{
buy: { id:"brick", Count: 1
, maxUses: 9999999, sell: {
id: "sandstone", Count: 2 },
rewardExp: false }, { buy: {
id: "brick", Count: 6 },
maxUses: 9999999, sell: { id:

```

"end_stone",          Count: 1      },
rewardExp: false      },      {      buy: {
id: "iron_ingot",     Count: 9      },
maxUses: 9999999,     sell: {      id:
"iron_block",         Count: 1      },
rewardExp: false      },      {      buy: {
id: "brick",          Count: 2      },
maxUses: 9999999,     sell: {      id:
"glowstone",          Count: 1      },
rewardExp: false      },      {      buy: {
id: "brick",          Count: 3      },
maxUses: 9999999,     sell: {      id:
"glass",              Count: 1      },
rewardExp: false      },      {      buy: {
id: "brick",          Count: 6      },
maxUses: 9999999,     sell: {      id:
"web",                Count: 1      },
rewardExp: false      },      {      buy: {
id: "iron_ingot",     Count: 1      },
maxUses: 9999999,     sell: {      id:
"chest",              Count: 1      },
rewardExp: false      },      {      buy: {
id: "iron_ingot",     Count: 1      },

```

```
maxUses: 9999999,      sell: {      id:
"wooden_sword",        Count: 1      },
rewardExp: false      },      {      buy: {
id: "iron_ingot",      Count: 3      },
maxUses: 9999999,      sell: {      id:
"golden_sword",        Count: 1      },
rewardExp: false      },      {      buy: {
id: "gold_ingot",      Count: 5      },
maxUses: 9999999,      sell: {      id:
"iron_sword",          Count: 1      },
rewardExp: false      },      {      buy: {
id: "brick",           Count: 1      },
maxUses: 9999999,      sell: {      id:
"arrow",               Count: 1      },
rewardExp: false      },      {      buy: {
id: "gold_ingot",      Count: 7      },
maxUses: 9999999,      sell: {      id:
"bow",                 Count: 1      },
rewardExp: false      },      {      buy: {
id: "iron_ingot",      Count: 7      },
maxUses: 9999999,      sell: {      id:
"flint_and_steel",     Count: 1      },
rewardExp: false      },      {      buy: {
```

```

id: "gold_ingot",          Count: 12      },
maxUses: 9999999,          sell: {          id:
"ender_pearl",             Count: 1      },
rewardExp: false           },      {      buy: {
id: "brick",               Count: 1      },
maxUses: 9999999,          sell: {          id:
"leather_helmet",          Count: 1      },
rewardExp: false           },      {      buy: {
id: "brick",               Count: 1      },
maxUses: 9999999,          sell: {          id:
"leather_leggings",        Count: 1      },
rewardExp: false           },      {      buy: {
id: "brick",               Count: 1      },
maxUses: 9999999,          sell: {          id:
"leather_boots",           Count: 1      },
rewardExp: false           },      {      buy: {
id: "iron_ingot",          Count: 3      },
maxUses: 9999999,          sell: {          id:
"chainmail_chestplate",    Count:
1      },      rewardExp: false      },      {
buy: {                      id: "gold_ingot",          Count: 1
},      maxUses: 9999999,          sell: {
id: "diamond_chestplate",  Count: 1

```

```

},          rewardExp: false      },
{          buy: {          id: "brick",
Count: 1          },          maxUses: 9999999,
sell: {          id: "apple",          Count: 1
},          rewardExp: false      },
{          buy: {          id: "brick",
Count: 2          },          maxUses: 9999999,
sell: {          id: "cooked_beef",          Count:
1          },          rewardExp: false      },          {
buy: {          id: "iron_ingot",          Count: 1
},          maxUses: 9999999,          sell: {
id: "cake",          Count: 1          },
rewardExp: false      },          {          buy: {
id: "brick",          Count: 1          },
maxUses: 9999999,          sell: {          id:
"ladder",          Count: 1          },
rewardExp: false      }      ]      }}

```

**Nun noch eine kleine sache wie man mit cmd`s
sachen bauen kann.**

1. Man braucht Mcredit (MCEdit-Unified v1.5.6.0 (1.8-1.11.2))

2. Als zweites müsst ihr einen Filter für mcredit



herrunterladen [StructureToCmd_1_8.py](#)

3. Nun müsst ihr den filter folgendermaßen hinzufügen mcredit(Ordner öffnen) -> stock-filters(Ordner öffnen) -> Filter dort einfach reinziehen

4. um den Filter zu verwenden müsst ihr nun mcredit starten, eine welt öffnen wo ihr euer gebautes habt, und dann die fläche markieren welche ihr mit cmds bauen wollt. Danach unten auf filter drücken und den 1.8 StructureToCmd filter auswählen

5. Auf filter drücken und dan einen Augenblick warten. So habt ihr es in cmd blöcken.