

# 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-OwnerorAdmin.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>

## 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](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
(aligned|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|disableRaids|doDaylightCycle|doEntityDrops|doFireTick|doImmediateRespawn|doInsomnia|doLimitedCrafting|doMobLoot|doMobSpawning|doPatrolSpawning|doTileDrops|doTraderSpawning|doWeatherCycle|drowningDamage|fallDamage|fireDamage|keepInventory|logAdminCommands|maxCommandChainLength|maxEntityCramming|mobGriefing|naturalRegeneration|randomTickSpeed|reducedDebugInfo|sendCommandFeedback|showDeathMessages|spawnRadius|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
```

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