

Simple Snakes Command list

By the Hexacubed development team



How to use this list

- Execute all commands while standing on the activation method of your choice, unless instructed otherwise.
- Whatever reads inside <> means you have to insert the wanted value there. For example if it says `"/trigger snake_create set <speed>"` here, you could for example do the command `"/trigger snake_create set 5"`
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/trigger snake_create

Format: /trigger snake_create set <speed>

Used for creating the snake after shaping it with lime glazed terracotta
Will automatically create the snake as type 2, which means two blocks alternating. The blocks you're holding in your main and off-hand are the blocks it'll select. For the "indicator" block, it will automatically choose the block in your off-hand



/trigger snake_destroy

Format: /trigger snake_destroy

Returns a created snake into the form of lime glazed terracotta.

Used for making changes to the shape of the snake after creation.

NOTE: this command will wipe the data that you've set for the snake, so you will have to recode all of that in.



/trigger snake_speed

- Format: /trigger snake_speed set <speed>

Used for setting the speed of the snake.

Speed is measured as ticks per block travelled. A minecraft tick occurs 20 times a second, so here is a quick table to summarize some easy speeds:

Speed value	How fast the snake travels
20	1 block per second
10	2 blocks per second
5	4 blocks per second
1	20 blocks per second
40	1 block per two seconds



/trigger snake_length

- Format: /trigger snake_length set <n.o blocks>

Used for setting length of snake.

Measured in blocks. If you want your snake to be a total of 9 blocks long, set the length to 9



/trigger snake_delay

- Format: /trigger snake_delay set <n.o blocks>

Used for controlling amount of snakes going through

In case a player happens to afk on the activation pressure plate, the snakes will keep coming one after another. This command will set how many blocks of space are in between each snake.

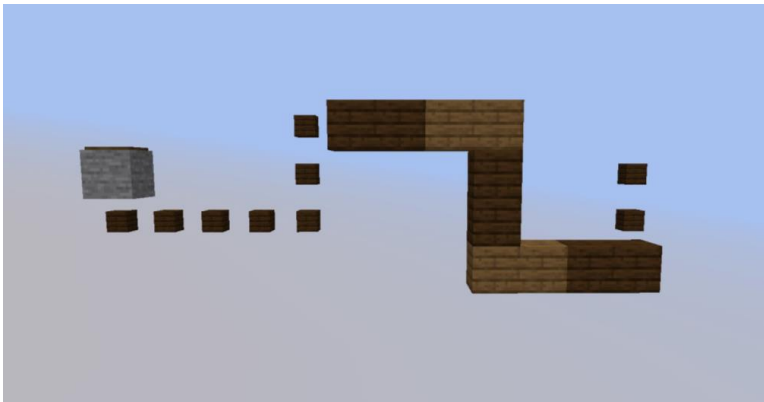


/trigger snake_blocks

- Format: /trigger snake_blocks <n.o blocks>

Used for settings blocks that the snake consists of.

Snakes will automatically be type 2 snakes, where two blocks alternate. Hold the two blocks you want to alternate in your main and off-hand while doing this command to set the blocks. The number you can insert to the end of this command will set how many blocks of each type of block there are before it changes to the next block. For example here is an example where the value is set to 2:

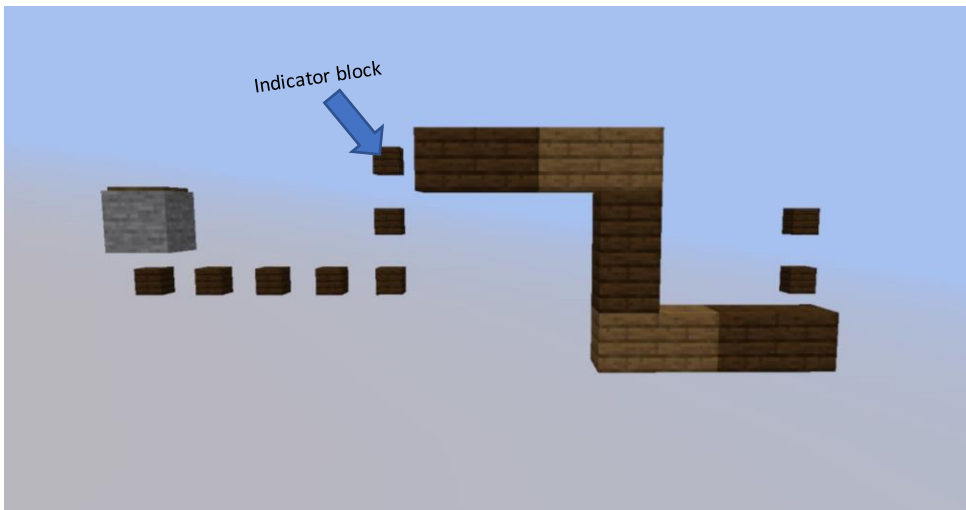


/trigger snake_indicator

- Format: /trigger snake_indicator

Used for changing the small indication blocks showing the path of the snake.

Hold the wanted block in your off-hand while executing this command.



/trigger snake_type

- Format: /trigger snake_type set <type number>

Used for changing the basics functions of the snake.

Type 1: single block snake

Type 2: two blocks alternating

Type 3: green to yellow to red

Type 4: water (CAUTION: chaos)

Type 5: lava (CAUTION: chaos)



/trigger snake_types_help

- Format: /trigger snake_types_help

Lists out the snake types in the minecraft chat:

Type 1: single block snake

Type 2: two blocks alternating

Type 3: green to yellow to red

Type 4: water (CAUTION: chaos)

Type 5: lava (CAUTION: chaos)



/trigger snake_continue

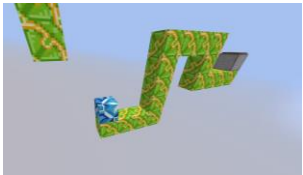
- Format: /trigger snake_continue

Used for making two-part snakes

1. Shape out the full snake with lime glazed terracotta:



2. Now place a light blue glazed terracotta block adjacent to the last block of the first part of the snake:



3. Stand next to or above the block where you want the snake to continue:



4. While standing there, execute the command /trigger snake_continue

After this you can go and create the snake as usual



/trigger snake_start

- Format: /trigger snake_start

Used for setting the snake a starting point separate from the activation pressure plate.

Use this command in the same manner as the snake_continue command. So to summarise, first you shape out the snake, then go stand next to or above where you want the snake to start, and execute this command. Once you've done that, go to your activation method, and create the snake as usual.



/trigger snake_activate

- Format: /trigger snake_activate

Used for switching the activation position of a snake without having to re-create it entirely.

1. Walk on the current activation spot.
2. Go where you'd like the snake to activate.
3. Place down a pressure plate, button or a lever.
4. Stand on it
5. Execute this command

After this your new activation position will work, and the previous one will be erased.

NOTE! If you only want to switch the activation method, and not the position, for example switch a pressure plate for a lever, you don't need to use any commands. You can just replace it. Simple as that.



Thank you :)

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