

Free Schilder (Minecraft)

Free schilder schnipsel

Hay leute das hier ist eine methode um [Free](#) schilder zu programmieren 😊 , ich dachte mir ich gebse mal als "schnipsel" hier ab 😁

Java

```
package free;import org.bukkit.Material;import org.bukkit.block.Block;import org.bukkit.ent
```

Java

```

package                                                                                                     free;

import                                                                                                     org.bukkit.Bukkit;
import                                                                                                     org.bukkit.block.Block;
import                                                                                                     org.bukkit.block.Sign;
import                                                                                                     org.bukkit.entity.Player;
import                                                                                                     org.bukkit.event.EventHandler;
import                                                                                                     org.bukkit.event.Listener;
import                                                                                                     org.bukkit.event.block.Action;
import                                                                                                     org.bukkit.event.player.PlayerInteractEvent;
import                                                                                                     org.bukkit.inventory.Inventory;
import                                                                                                     org.bukkit.inventory.ItemStack;

public                                                                                                     class                                                                                                     InteractSignListener
{
    @EventHandler
    {
        public                                                                                                     void                                                                                                     onClick(PlayerInteractEvent
        {
            if                                                                                                     ((e.getAction()                                                                                                     ==                                                                                                     Player
                                                                                                     Action.RIGHT_CLICK_BI
                                                                                                     ((e.getClicked
                                                                                                     Sign                                                                                                     s                                                                                                     =
                                                                                                     {
                                                                                                     int id = Integer.valueOf(s.getLine(1).replace("%7", " ")).intValue();
                                                                                                     Inventory inv = Bukkit.createInventory(null, 9, "Free
                                                                                                     p.openInventory(inv);
                                                                                                     }
                                                                                                     }
                                                                                                     }
}

```

Alles anzeigen