

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