

Simple Snakes Instructions

By the Hexacubed development team

This pdf is only for getting started. For a full list of commands check out the other pdf included in the folder.



THINGS TO NOTE!

- This datapack uses a forceloaded chunk in the end dimension at x=50,000 y=50,000. This means that if your world has the end dimension disabled, or utilises the end dimension at those coordinates, this may not be the right datapack for you
- Block functions don't apply to the snake blocks. For example slime snakes won't bounce you and honey snakes won't be sticky. Upon requests we might add these features in further updates.
- Water and lava snakes are out of control. We do not recommend you actually use them. Upon requests we might make them actually work the way normal snakes do.

The basics

The datapack is split into two different packs (put these in your world's datapacks folder to use them)

- "snake" is the basis for the snakes working.
- "maker_snake" is only meant for making/editing the snakes. Once you're done with your snakes, you can delete this one and leave "snake" in the map, and the snakes you've created will work fine.



maker_snake

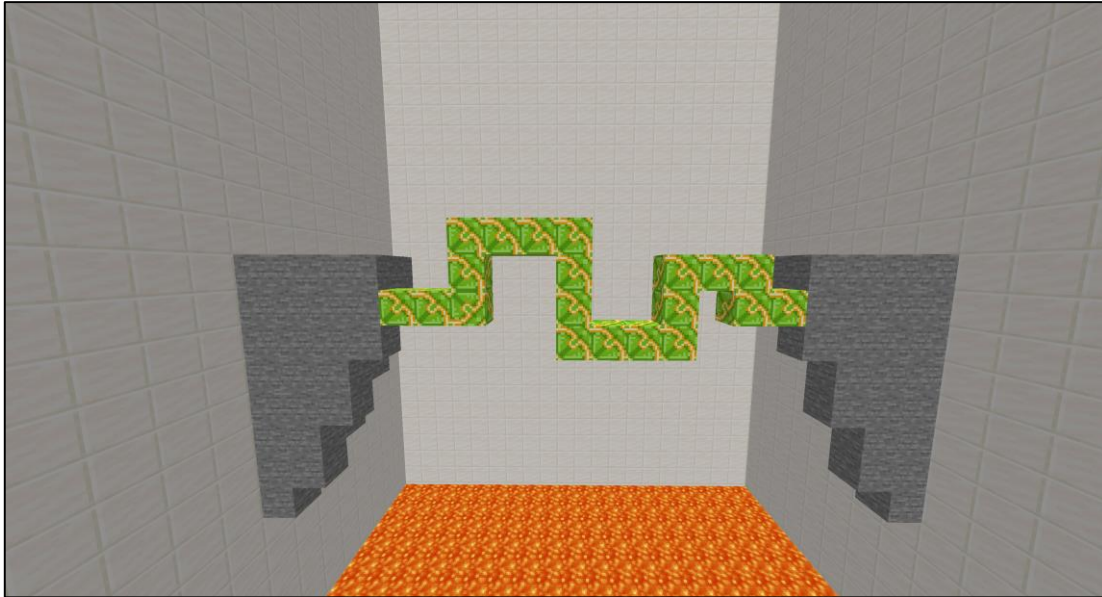


snake



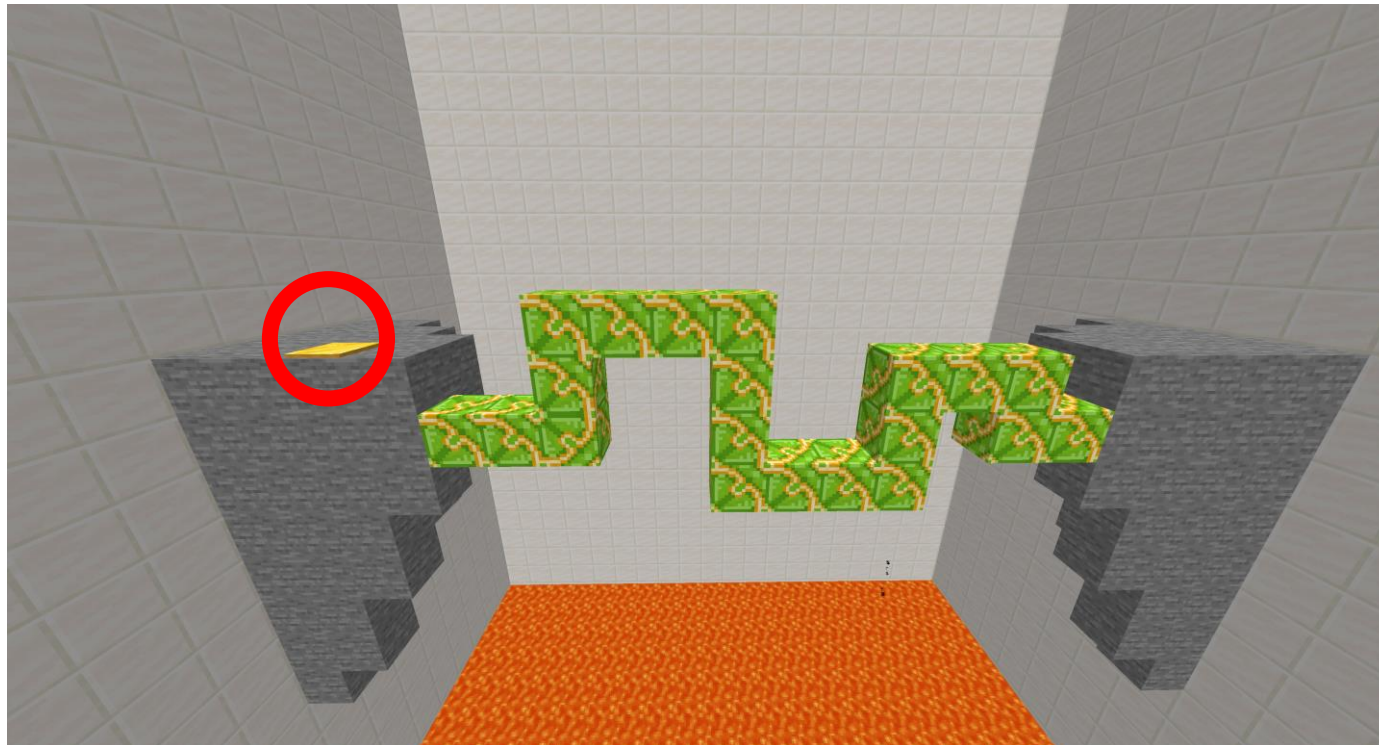
Snake shape

- Mark down the snake with lime glazed terracotta



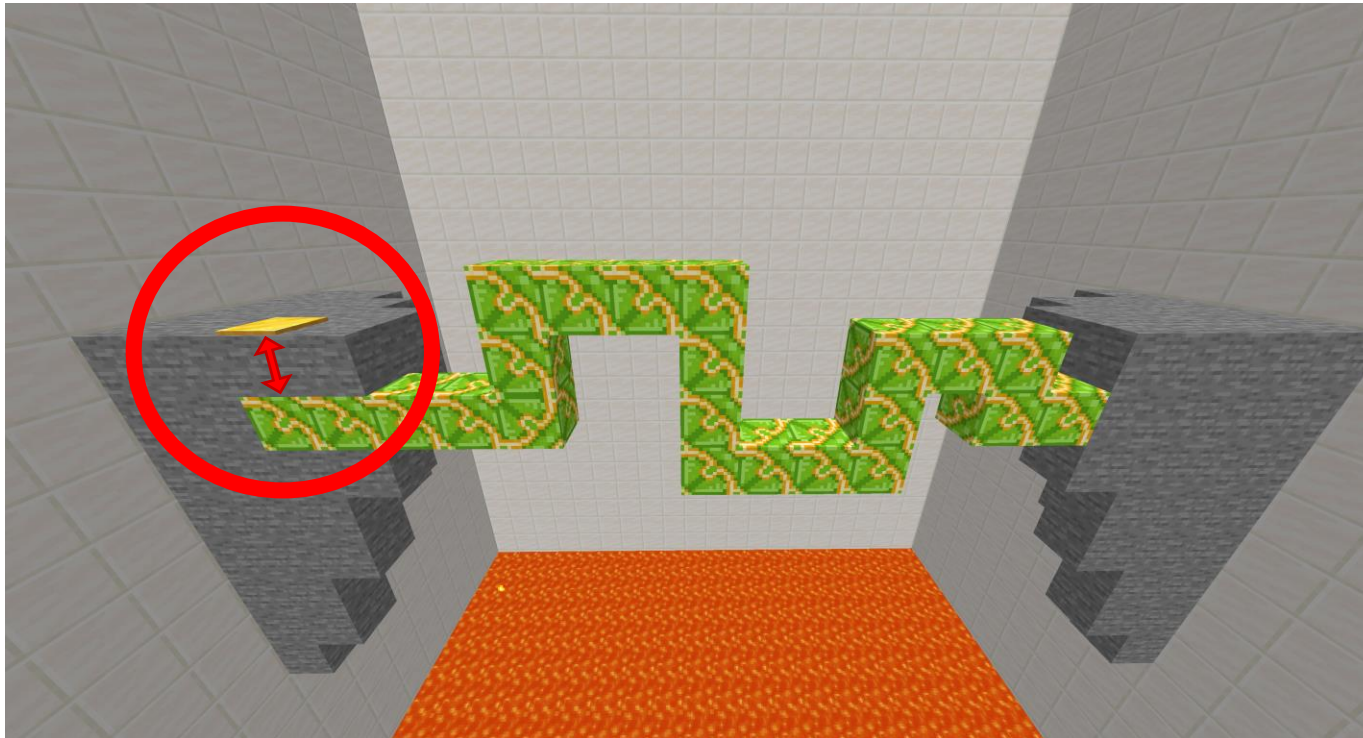
Snake activation

- Once you've marked the shape of the snake, place down a pressure plate of your choice, wherever you'd like the snake to be activated. You can also use a button or a lever for activation



The easiest way to enable activation

- The easiest way to enable activation is to have the snake start two blocks below the activation method you chose. Other ways are listed in the full command list in the other pdf included in the folder.



Choosing blocks

- By default the snake will have two alternating blocks. Choose the blocks you'd like, and hold one in your main hand, and one in your offhand while creating the snake itself. To make it not have two alternating blocks, check out the command `/trigger snake_type` in the command list pdf.

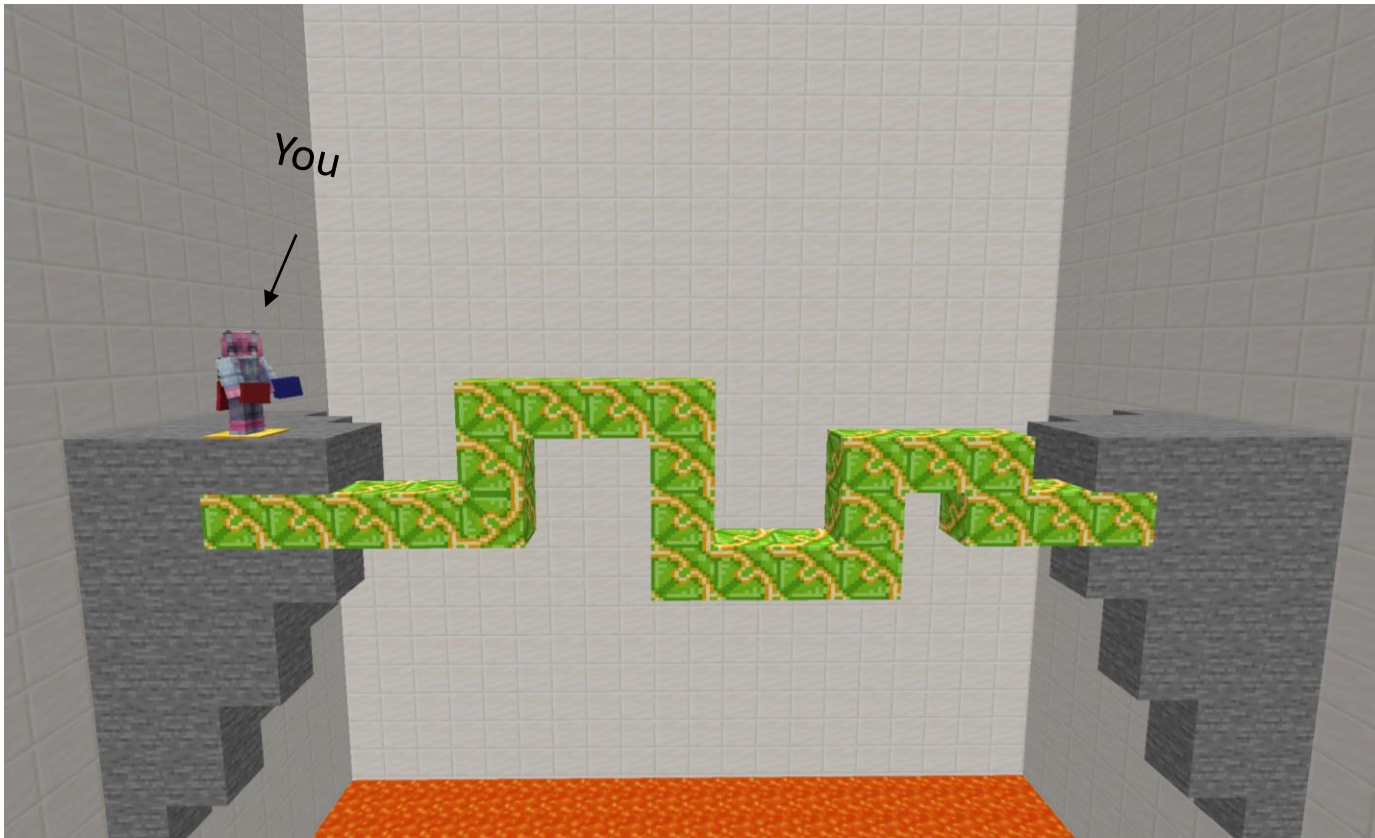


e.g here I've chosen blue and red concrete as my blocks



Creating the snake

1. Stand on the pressure plate/other method of activation



Running the command

2. Whilst standing on the pressure plate and holding the blocks, run the following command:

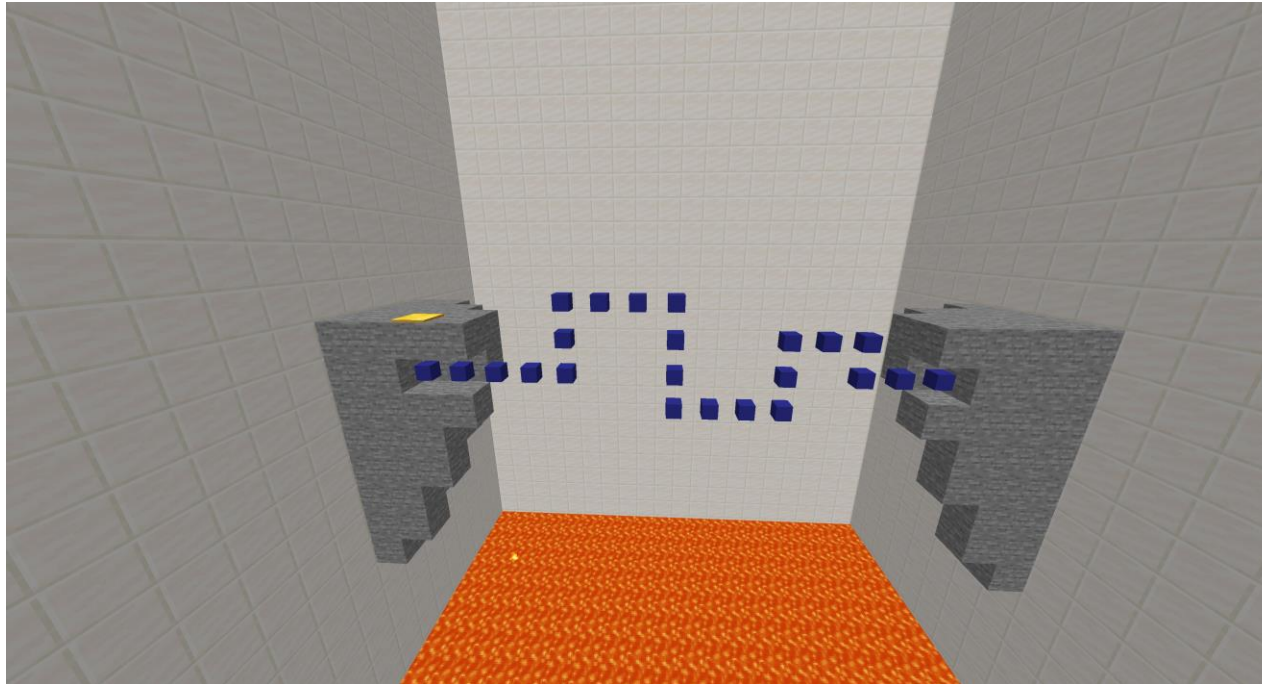
```
/trigger snake_create set 5
```

Note that you can change the 5 to be any number you want. This will set the speed of the snake. The smaller the number the faster the snake.



Congratulations

- Your snake should now look something like this, and be fully operational. To manage the different aspects of the snake (almost anything you can imagine), take a look at the other pdf included in the folder.



Thank you :)

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 - [Seafoam - YouTube](#)
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