

Cobbreeding - English

Cobbreeding

Official guide by Ludichat - Updated for 2.0.3

Overview

Cobbreeding is a side-mod for Cobblemon developed by Ludichat and Fuzuki. It implements Pokémon's breeding system into Cobblemon, using the [Pasture Block](#) to mimic Scarlet and Violet's picnic breeding.

Get started

Here's a step-by-step guide to start breeding your favorite Pokémon using Cobbreeding :

Step 1 : Place a Pasture Block

Cobblemon introduces a block named the Pasture Block. It allows you to select Pokémon from your PC to have them roaming around the block.

The first thing you want to do is to get one and place it where you want your Pokémon to roam. The Pokémon placed in the Pasture Block will spawn behind it, so make sure you leave enough space for them to be able to spawn.



Step 2 : Activate the Pasture Block for breeding

Right click the Pasture Block you just placed, and check out the top right of the window that opened. You should see a button to toggle breeding on the Pasture Block.

By default, breeding isn't enabled on the Pasture Block.

The server may limit the number of Pasture Block you have activated at the same time.



Step 3 : Put compatible Pokémon in the Pasture Block

Add compatible Pokémon to the Pasture Block so they can start breeding.

In order to be compatible, two Pokémon require to be of the opposite gender and have at least one [egg_group](#) in common (unknown gender Pokémon can only breed with Ditto).

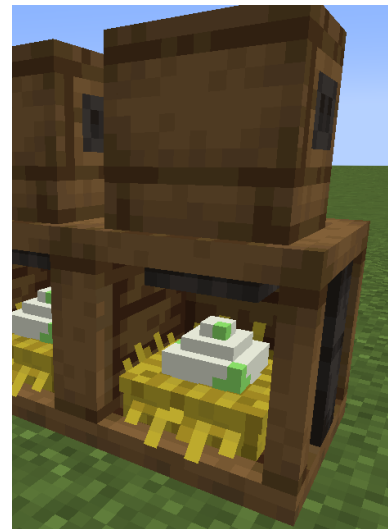
Note that Pokémon with the **Undiscovered** [egg_group](#) (also known as **No Eggs Discovered**) can not breed at all, not even with Ditto.



Step 4 : Be patient

If you follow these steps, everything should be in order for your Pokémon to breed. You can go back to attending your business. After a while, you may find one or more eggs waiting for you at the bottom of the Pasture Block!

To take the egg, simply right click the bottom of the Pasture Block. A hopper can also harvest them automatically, as long as the server allows it.



Pokémon Breeding 101

In Cobbreeding, inheritance rules are mainly the same as the latest Pokémon games of the main series. You can already find fully fledged explanations over the internet about how it works on sites such as [PokemonDB](#) or [Bulbapedia](#).

PokémonDB's guide is much easier to read, but contains an error regarding the Destiny Knot's mechanic, which picks IVs from both parents at random.



There are however, a few differences or mechanics worth explaining you can find below.

Forms and variants

While the Everstone normally allows you to inherit regional variants from the father, this is not currently possible on Cobbreeding. Instead, the form of the mother will be inherited. This includes regional variants, but also some alternative forms such as Magikarp's jump pattern, Oricorio's dance style...

Not every kind of variant is always inherited, Rotom will always have its regular form, Flabébé will hatch with a random flower, and so on.

What Species Feature should or shouldn't be inherited through breeding can be edited in the configurations.

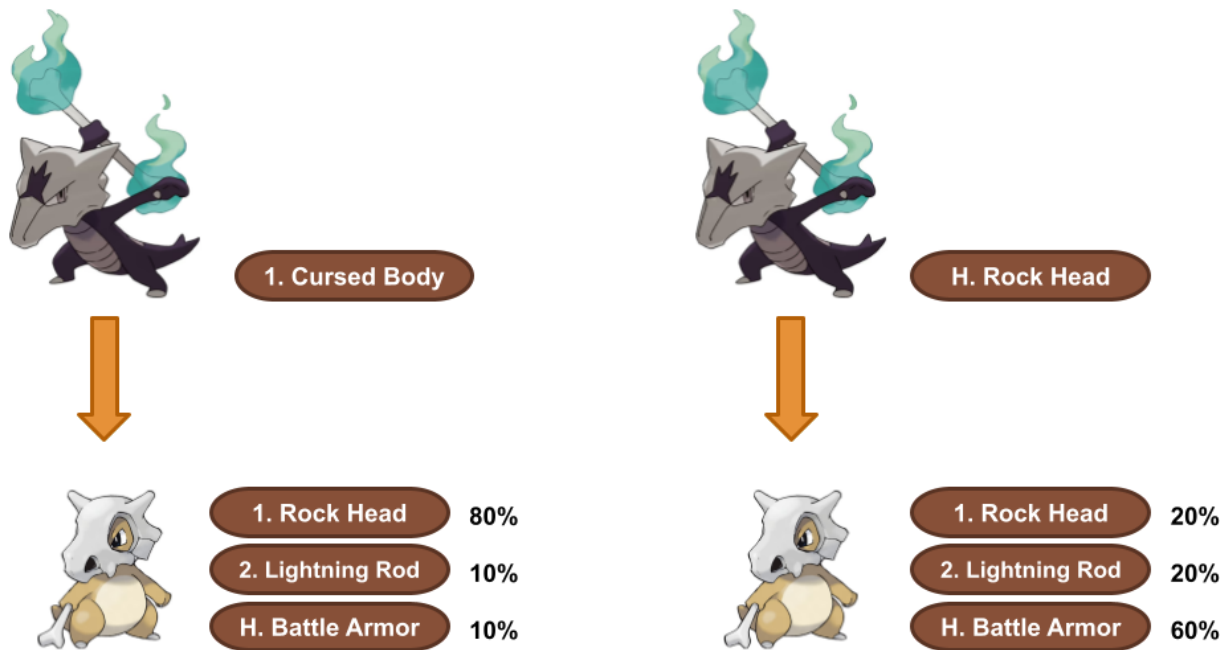


Abilities

Due to the limited options of obtaining Hidden Abilities in Survival in the current version of Cobblemon, Cobbreeding leaves the option of hatching a Pokémon with its Hidden Ability, even if the mother has a regular Ability.

Still following the mainline rules, the offspring pokémon will have 80% to keep the mother's Ability slot if it's a regular Ability, and 60% to keep the mother's Ability slot if it's an Hidden Ability.

The remaining Abilities for the Pokémon will share equal odds to be picked.



Egg moves

The mods will check every move from both parents to pass down every egg move it can find for the Pokémon in the egg. This includes the current moveset as well as benched moves.

⚠ If for some reason a move from the parents moveset isn't being passed down while it should, try to put it in the Pokémon's benched moves instead.

Mirror Herb

If a pastured Pokémon is holding a Mirror Herb, it will learn egg moves from the Pokémon it is pastured with. The Pokémon teaching and receiving the move don't need to belong to the same egg group for the transfer to happen.

The Mirror Herb will activate every time the Pasture Block attempts to spawn an egg, even if it is unsuccessful.

⚠ If for some reason a move from the parents moveset isn't being passed down while it should, try to put it in the Pokémon's benched moves instead.

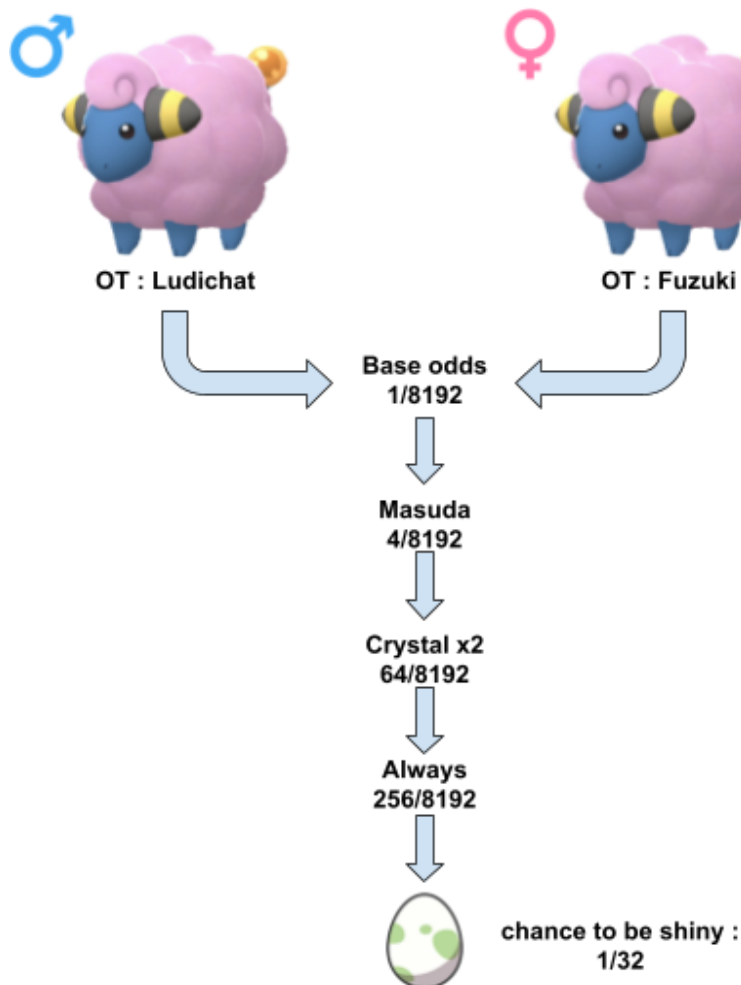
Shiny hunting

The odds of a Pokémon hatching shiny are the same as Cobblemon's (by default, 1/8192). However, there are several shiny hunting methods that can be enabled to increase your shiny odds, if you meet certain conditions.

Method name	Conditions	Default bonus
Masuda	The parent Pokémon have different Original Trainers.	x4
Crystal	A parent Pokémon is shiny. Trigger twice if both parents are shiny.	x1
Always	Applies to every egg.	x1

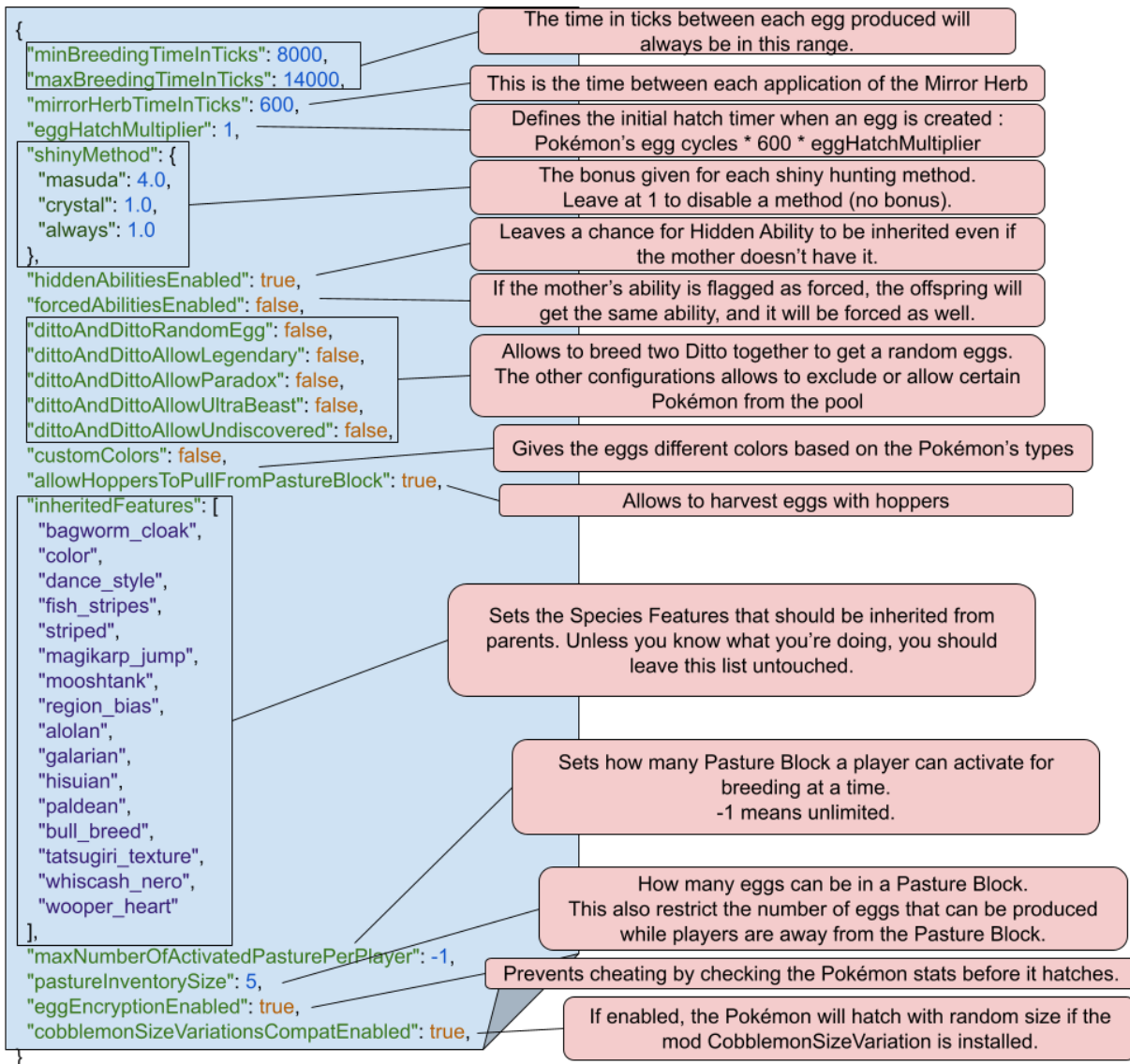


Each of these shiny hunting methods can be stacked and are multiplicative, which can greatly increase your shiny odds! See an example below where the base odds remain at 1/8192, but each method has been set with a bonus of x4 and they are all applied.



Configuration

Cobbreeding is highly configurable to let anyone balance out the breeding mechanics for their server or own playthrough. The configurations can be found in `.minecraft/config/cobbreeding/main.json`.



Commands

/givepokemonegg <player> <species> ...

An alternative to `/give` that will automatically fill the gaps to give you the correct Pokémon Egg depending on the arguments you entered.

The arguments are the same as Cobblemon's **/givepokemonother**.

FAQ

I can't put my Pokémon in my pasture

Cobblemon will forbid a pokemon to spawn if the area is too tight for it. Make sure there is enough room **behind** the Pasture Block.

My pastured Pokémon are fainting

Pastured Pokémon can still faint due to hazards. They most likely found a spot they can drown in. Treat them like toddlers and make your pasture area completely safe from any harm.

My pastured Pokémon disappear and go back to the PC

This can apparently happen when they go too far away from the Pasture Block. Change Cobblemon's configuration to restrict how far they can go or restrict the pasture area itself.

Why aren't my Pokémon breeding ?

Make sure that your Pokémon are compatible. Pokémon in the [Undiscovered](#) egg group are also unable to breed.

What Pokémon can breed together ?

Two Pokémon can breed if they share at least one [egg group](#) and are of opposite gender. Genderless Pokémon can only breed with Ditto, who can itself breed with any Pokémon that doesn't belong to the [Undiscovered](#) egg group.

Can you disable Pasture Block generating eggs while unloaded ?

The breeding process is pretty much interrupted while the Pasture Block is unloaded. When the chunk is loaded again, the Pasture Block will check the time that has passed to generate as many eggs as it should have, but only up to its own inventory size, even if there are hoppers below.

To summarize, if the Pasture Block inventory size is 5 and the chunk has been left unloaded for months, it will generate 5 eggs when someone comes back to it.

Is the result Pokémon defined when the Pokémon Egg is created or when it hatches ?

The Pokémon you will obtain is defined when the Pokémon Egg is created. This means you can define any egg with very specific stats if you have the permissions on the server.

My egg doesn't hatch when the timer reaches 0

The timer of the egg can get desynced between the server and the client. But the server is the one getting the final word on when your egg is ready to hatch. Your egg isn't broken, it will simply hatch once the timer reaches 0 for the server.

How can I disable encryption ?

Simply set `eggEncryptionEnabled` to `false` in the config. It won't apply to the eggs that already exist (a later version will allow users to decrypt eggs if the configuration has been changed). **DO NOT DELETE THE encryption FILE NEXT TO THE CONFIGS.**

Version 2.0.3

Cobbreeding

Official guide by Ludichat - Updated for 2.0.3

Overview

Cobbreeding is a side-mod for Cobblemon developed by Ludichat and Fuzuki. It implements Pokémon's breeding system into Cobblemon, using the [Pasture Block](#) to mimic Scarlet and Violet's picnic breeding.

Get started

Here's a step-by-step guide to start breeding your favorite Pokémon using Cobbreeding :

Step 1 : Place a Pasture Block

Cobblemon introduces a block named the Pasture Block. It allows you to select Pokémon from your PC to have them roaming around the block.

The first thing you want to do is to get one and place it where you want your Pokémon to roam. The Pokémon placed in the Pasture Block will spawn behind it, so make sure you leave enough space for them to be able to spawn.



Step 2 : Activate the Pasture Block for breeding

Right click the Pasture Block you just placed, and check out the top right of the window that opened. You should see a button to toggle breeding on the Pasture Block.

By default, breeding isn't enabled on the Pasture Block.

The server may limit the number of Pasture Block you have activated at the same time.



Step 3 : Put compatible Pokémon in the Pasture Block

Add compatible Pokémon to the Pasture Block so they can start breeding.

In order to be compatible, two Pokémon require to be of the opposite gender and have at least one [egg_group](#) in common (unknown gender Pokémon can only breed with Ditto).

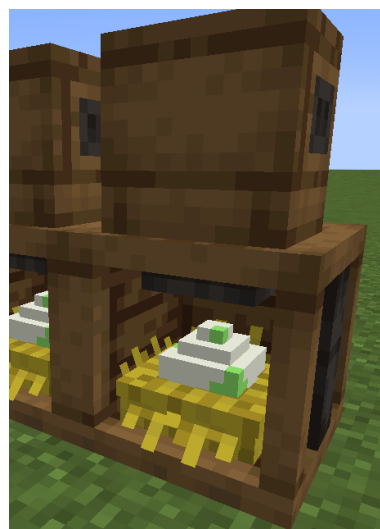
Note that Pokémon with the **Undiscovered** [egg_group](#) (also known as **No Eggs Discovered**) can not breed at all, not even with Ditto.



Step 4 : Be patient

If you follow these steps, everything should be in order for your Pokémon to breed. You can go back to attending your business. After a while, you may find one or more eggs waiting for you at the bottom of the Pasture Block!

To take the egg, simply right click the bottom of the Pasture Block. A hopper can also harvest them automatically, as long as the server allows it.



Pokémon Breeding 101

In Cobbreeding, inheritance rules are mainly the same as the latest Pokémon games of the main series. You can already find fully fledged explanations over the internet about how it works on sites such as [PokemonDB](#) or [Bulbapedia](#).

PokémonDB's guide is much easier to read, but contains an error regarding the Destiny Knot's mechanic, which picks IVs from both parents at random.



There are however, a few differences or mechanics worth explaining you can find below.

Forms and variants

While the Everstone normally allows you to inherit regional variants from the father, this is not currently possible on Cobbreeding. Instead, the form of the mother will be inherited. This includes regional variants, but also some alternative forms such as Magikarp's jump pattern, Oricorio's dance style...

Not every kind of variant is always inherited, Rotom will always have its regular form, Flabébé will hatch with a random flower, and so on.

What Species Feature should or shouldn't be inherited through breeding can be edited in the configurations.

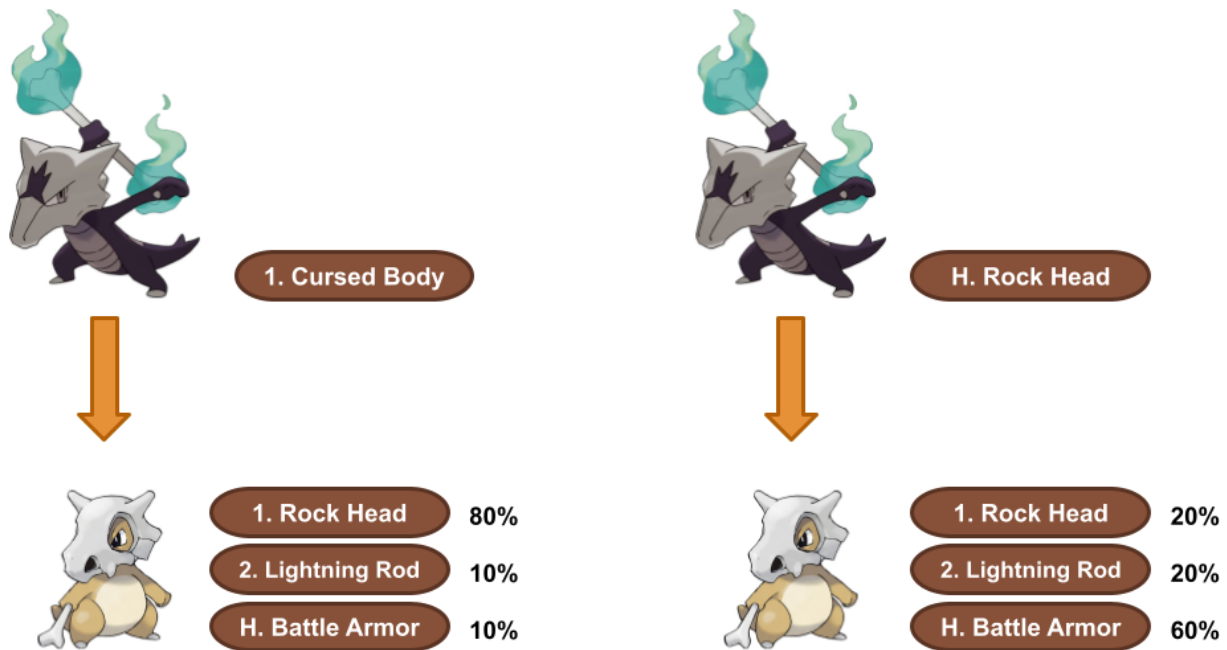


Abilities

Due to the limited options of obtaining Hidden Abilities in Survival in the current version of Cobblemon, Cobbreeding leaves the option of hatching a Pokémon with its Hidden Ability, even if the mother has a regular Ability.

Still following the mainline rules, the offspring pokémon will have 80% to keep the mother's Ability slot if it's a regular Ability, and 60% to keep the mother's Ability slot if it's an Hidden Ability.

The remaining Abilities for the Pokémon will share equal odds to be picked.



Egg moves

The mods will check every move from both parents to pass down every egg move it can find for the Pokémon in the egg. This includes the current moveset as well as benched moves.

⚠ If for some reason a move from the parents moveset isn't being passed down while it should, try to put it in the Pokémon's benched moves instead.

Mirror Herb

If a pastured Pokémon is holding a Mirror Herb, it will learn egg moves from the Pokémon it is pastured with. The Pokémon teaching and receiving the move don't need to belong to the same egg group for the transfer to happen.

The Mirror Herb will activate every time the Pasture Block attempts to spawn an egg, even if it is unsuccessful.

⚠ If for some reason a move from the parents moveset isn't being passed down while it should, try to put it in the Pokémon's benched moves instead.

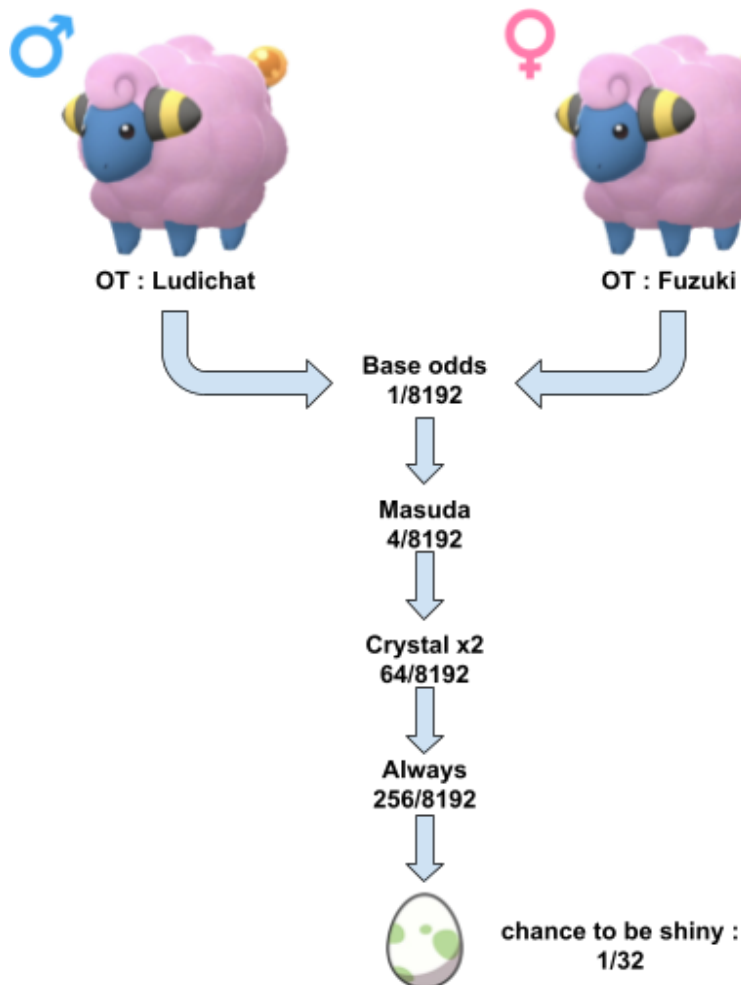
Shiny hunting

The odds of a Pokémon hatching shiny are the same as Cobblemon's (by default, 1/8192). However, there are several shiny hunting methods that can be enabled to increase your shiny odds, if you meet certain conditions.

Method name	Conditions	Default bonus
Masuda	The parent Pokémon have different Original Trainers.	x4
Crystal	A parent Pokémon is shiny. Trigger twice if both parents are shiny.	x1
Always	Applies to every egg.	x1

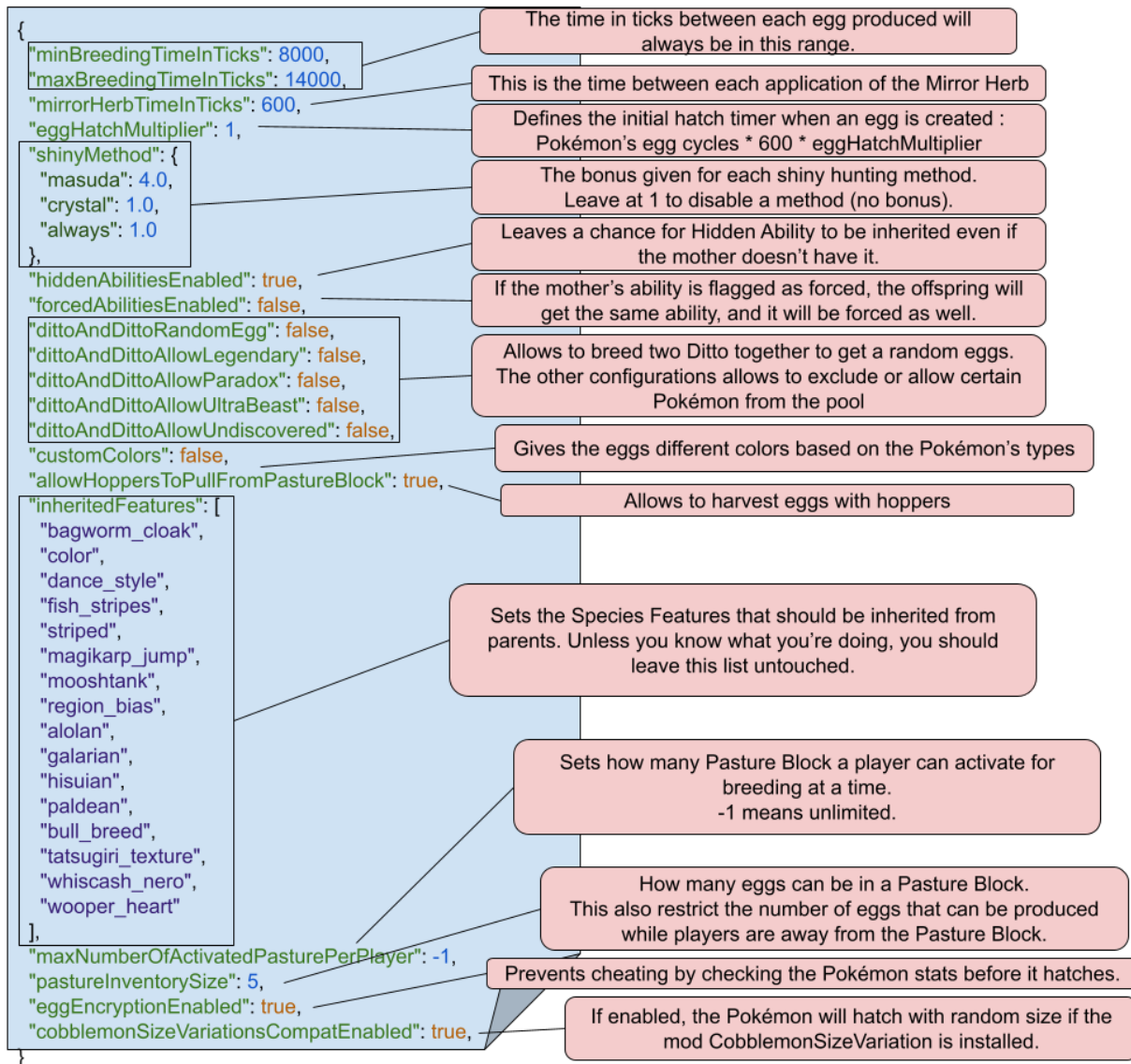


Each of these shiny hunting methods can be stacked and are multiplicative, which can greatly increase your shiny odds! See an example below where the base odds remain at 1/8192, but each method has been set with a bonus of x4 and they are all applied.



Configuration

Cobbreeding is highly configurable to let anyone balance out the breeding mechanics for their server or own playthrough. The configurations can be found in `.minecraft/config/cobbreeding/main.json`.



Commands

`/givepokemonegg <player> <species> ...`

An alternative to `/give` that will automatically fill the gaps to give you the correct Pokémon Egg depending on the arguments you entered.

The arguments are the same as Cobblemon's **`/givepokemonother`**.

FAQ

I can't put my Pokémon in my pasture

Cobblemon will forbid a pokemon to spawn if the area is too tight for it. Make sure there is enough room **behind** the Pasture Block.

My pastured Pokémon are fainting

Pastured Pokémon can still faint due to hazards. They most likely found a spot they can drown in. Treat them like toddlers and make your pasture area completely safe from any harm.

My pastured Pokémon disappear and go back to the PC

This can apparently happen when they go too far away from the Pasture Block. Change Cobblemon's configuration to restrict how far they can go or restrict the pasture area itself.

Why aren't my Pokémon breeding ?

Make sure that your Pokémon are compatible. Pokémon in the [Undiscovered](#) egg group are also unable to breed.

What Pokémon can breed together ?

Two Pokémon can breed if they share at least one [egg group](#) and are of opposite gender. Genderless Pokémon can only breed with Ditto, who can itself breed with any Pokémon that doesn't belong to the [Undiscovered](#) egg group.

Can you disable Pasture Block generating eggs while unloaded ?

The breeding process is pretty much interrupted while the Pasture Block is unloaded. When the chunk is loaded again, the Pasture Block will check the time that has passed to generate as many eggs as it should have, but only up to its own inventory size, even if there are hoppers below.

To summarize, if the Pasture Block inventory size is 5 and the chunk has been left unloaded for months, it will generate 5 eggs when someone comes back to it.

Is the result Pokémon defined when the Pokémon Egg is created or when it hatches ?

The Pokémon you will obtain is defined when the Pokémon Egg is created. This means you can define any egg with very specific stats if you have the permissions on the server.

My egg doesn't hatch when the timer reaches 0

The timer of the egg can get desynced between the server and the client. But the server is the one getting the final word on when your egg is ready to hatch. Your egg isn't broken, it will simply hatch once the timer reaches 0 for the server.

How can I disable encryption ?

Simply set `eggEncryptionEnabled` to `false` in the config. It won't apply to the eggs that already exist (a later version will allow users to decrypt eggs if the configuration has been changed). **DO NOT DELETE THE encryption FILE NEXT TO THE CONFIGS.**

Version 1.9.1

Cobbreeding

Official guide by Ludichat - Updated for 1.9.1

Overview

Cobbreeding is a side-mod for Cobblemon developed by Ludichat and Fuzuki. It implements Pokémon's breeding system into Cobblemon, using the [Pasture Block](#) to mimic Scarlet and Violet's picnic breeding.

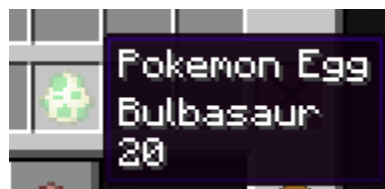
Mechanics

How does it work ?

Cobblemon's Pasture Block is a block that lets you select Pokémon from your PC to have them roaming around the block. If you put [compatible](#) Pokémon inside, they may lay an egg that will appear in the bottom part of the block. You can collect it by right clicking the egg or by placing a hopper below the Pasture Block.

By default, there is a 50% chance every 10 minutes that an egg appears in the Pasture Block if the Pokémon inside can breed. These values are [configurable](#).

You will receive the Pokémon Egg as an item. It will hatch with time if you let it in your inventory. You can speed up this process by having a Pokémon with the ability Flame Body, Magma Armor or Steam Engine in your party.



Inheritance

Save for a few exceptions, inheritance will work like it does on modern Pokémon games. This guide will only explain these exceptions. You can read all about the regular mechanics of breedings on the links below.

⚠ There is an error in pokemondb's breeding guide regarding the Destiny Knot : The IVs aren't necessarily inherited from the parent that is holding it. Each inherited IV is randomly selected from both parents.

<https://pokemondb.net/mechanics/breeding>

<https://bulbapedia.bulbagarden.net/wiki/Breeding>

Form and Aspect

In Cobbreeding the regional form is directly inherited from the mother without requiring the use of an Everstone.

This is also true for aspects, such as Magikarp jump variants, Flabébé's flower color, Valencian Pokémon, Mooshtank etc...

If you don't want a specific aspect to be inherited, it can be disabled in the [configurations](#).



Ability

Cobbreeding adds a slim chance of getting the Pokémon's Hidden Ability through breeding. If the mother already has its Hidden Ability, the chances of passing it down will be normal (60%).

If the mother has a regular ability, the chances for the offspring to obtain its Hidden Ability will be :

- 10% If the Pokémon has 3 possible abilities
- 20% If the Pokémon has 2 possible abilities

Egg moves

The mods will check every move from both parents to pass down every egg move it can find for the Pokémon in the egg. This includes the current moveset as well as benched moves.

⚠ If for some reason a move from the parents moveset isn't being passed down while it should, try to put it in the Pokémon's benched moves instead.

Mirror Herb

If a pastured Pokémon is holding a Mirror Herb, it will learn egg moves from the Pokémon it is pastured with. The Pokémon teaching and receiving the move don't need to belong to the same egg group for the transfer to happen.

The Mirror Herb will activate every time the Pasture Block attempts to spawn an egg, even if it is unsuccessful.

⚠ If for some reason a move from the parents moveset isn't being passed down while it should, try to put it in the Pokémon's benched moves instead.

Shiny hunting

By default, a shiny hunting method similar to **Masuda** method will be active. It will boost the odds if the parents have a different Original Trainer (OT).

Crystal will apply the boost for each shiny parent of the egg.

Always will apply the boost to every egg.

These methods can be [configured](#) and will stack with each other.

The default boost is a x4 multiplier, which you can also configure.

If wanted, shiny hunting can also be completely disabled.

Here is a summary of your shiny odds depending on your default shiny odds, the multiplier, and methods that are activated :

- **S** : Default shiny odds (can be configured in Cobblemon's config)
- **N** : shinyMultiplier's value

	No boost	Masuda Method or 1 Shiny parent	2 Shiny parents or Masuda + 1 Shiny parent	Masuda Method and 2 Shiny parents
Formula	$1/S$	N/S	$(N^2)/S$	$(N^3)/S$
Using default values	1/8192	4/8192 = 1/2048	16/8192 = 1/512	64/8192 = 1/128

Configuration

Basic options

Name	Default value	Accepted values	Description
eggCheckTicks	12000	< 20	This is the cooldown in ticks between each attempt to spawn an egg.
eggCheckChance	0.5	]0 , 1]	This is how likely an attempt to spawn an egg is to be successful.
eggHatchMultiplier	1.0	> 0	This value is used to calculate the timer given to the egg at

			creation : <i>Pokemon Egg Cycle * 600 * eggHatchMultiplier</i>
--	--	--	---

Shiny hunting

Name	Default value	Accepted values	Description
shinyMethod	["masuda"]	["disabled", "masuda", "crystal", "always"]* *Only keep the values you want to be applied. "disabled" will cancel others.	Determines how you can shiny hunt .
shinyMultiplier	4	> 0	The multiplier used to calculate shiny odds when shinyMethod is activated.

Ditto breeding

Name	Default value	Accepted values	Description
dittoAndDittoRandomEgg	false	true or false	Allow to breed two Ditto to obtain a random Pokémon Egg.
dittoAndDittoAllowLegendary	false	true or false	Allow legendary and mythical Pokémon in the random egg selection
dittoAndDittoAllowParadox	false	true or false	Allow paradox Pokémon in the random egg selection
dittoAndDittoAllowUltraBeast	false	true or false	Allow Ultra Beasts in the random egg selection
dittoAndDittoAllowUndiscovered	false	true or false	Allow unbreedable Pokémon in the random egg selection

Miscellaneous

Name	Default value	Accepted values	Description
customColors	true	true or false	Whether the egg colors should depend on the types of the Pokémon inside or not.
allowHoppersToPullFromPastureBlock	true	true or false	Whether hoppers can pick up eggs from Pasture Blocks or not.
blacklistedAspects	["male", "female", "shiny", "sheared"]	Any aspect	Prevent given aspects to be inherited.

Commands

/givepokemonegg <player> <species> ...

An alternative to /give that will automatically fill the gaps to give you the correct Pokémon Egg depending on the arguments you entered.

The arguments are the same as Cobblemon's **/givepokemonother**.

FAQ

I can't put my Pokémon in my pasture

Cobblemon will forbid a pokemon to spawn if the area is too tight for it. Make sure there is enough room **behind** the Pasture Block.

My pastured Pokémon are fainting

Pastured Pokémon can still faint due to hazards. They most likely found a spot they can drown in. Treat them like toddlers and make your pasture area completely safe from any harm.

My pastured Pokémon disappear and go back to the PC

This can apparently happen when they go too far away from the Pasture Block. Change Cobblemon's configuration to restrict how far they can go or restrict the pasture area itself.

Why aren't my Pokémon breeding ?

Keep in mind that by default, breeding is luck-based. But you should make sure that your Pokémon are compatible. Pokémon in the [Undiscovered](#) egg group are also unable to breed.

What Pokémon can breed together ?

Two Pokémon can breed if they share at least one [egg group](#) and are of opposite gender. Genderless Pokémon can only breed with Ditto, who can itself breed with any Pokémon that doesn't belong to the [Undiscovered](#) egg group.

Does the Pasture Block need to be loaded for breeding to happen ?

Yes, if the Pasture Block isn't loaded, it will not tick, and therefore it won't try to spawn eggs.

Is the result Pokémon defined when the Pokémon Egg is created or when it hatches ?

The Pokémon you will obtain is defined when the Pokémon Egg is created. This means you can define any egg with very specific stats if you have the permissions on the server.

My egg doesn't hatch when the timer reaches 0

The timer of the egg can get desynced between the server and the client. But the server is the one getting the final word on when your egg is ready to hatch. Your egg isn't broken, it will simply hatch once the timer reaches 0 for the server.

I've got a Bad Egg

A Pokémon Egg will display as a "Bad Egg", when the game is unable to retrieve the Pokémon species that is defined in the egg's data. This usually happens when you update Cobbreeding to a version that has major changes regarding the way the data is stored.

A Bad Egg will not break your game, and will auto-delete when it should "hatch".

Cobbreeding - Spanish

Cobbreeding

Official guide by Ludichat

Guia en Español por [Juniorcx](#)

Resumen

Cobbreeding es un side-mod para Cobblemon desarrollado por Ludichat y Fuzuki. Implementa el sistema de crianza de Pokémon en Cobblemon, utilizando el Bloque de Pastura/[Pasture Block](#) para imitar la crianza en picnic de Escarlata y Púrpura.

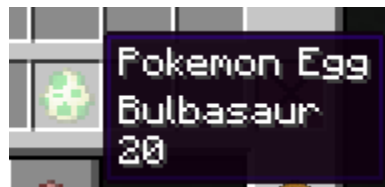
Mecánicas

¿Cómo funciona?

El Bloque de Pastura de Cobblemon te permite seleccionar Pokémon de tu PC para que deambulen por el área. Si colocas Pokémon [compatibles](#) dentro, podrían poner un huevo que aparecerá en la parte inferior del bloque. Puedes recogerlo haciendo clic derecho en el huevo o colocando una tolva debajo del Bloque de Pastura.

Por defecto, hay un 50 % de probabilidad cada 10 minutos de que aparezca un huevo en el Bloque de Pastura si los Pokémon que contiene pueden reproducirse. Estos valores son [configurables](#).

Recibirás el Huevo del Pokémon como objeto. Eclosionará con el tiempo si lo dejas en tu inventario. Puedes acelerar este proceso si tienes en tu equipo un Pokémon con la habilidad Cuerpo Llama, Armadura Magma o Motor de Vapor.



Herencia

Salvo algunas excepciones, la herencia funcionará como en los juegos modernos de Pokémon. Esta guía solo explica estas excepciones. Puedes leer toda la información sobre la mecánica habitual de los cruces en los enlaces a continuación.

⚠ Hay un error en la guía de cruce de Pokemondb con respecto al Lazo Destino: Los IV no se heredan necesariamente del progenitor que lo posee. Cada IV heredado se selecciona aleatoriamente de ambos progenitores.

<https://pokemondb.net/mechanics/breeding>

<https://bulbapedia.bulbagarden.net/wiki/Breeding>

Formas y Aspectos

En Cobbreeding, la forma regional se hereda directamente de la madre sin necesidad de una Piedra Eterna.

Esto también aplica a aspectos como las variantes de salto de Magikarp, el color de la flor de Flabébé, los Pokémon Valencianos, Mooshtank, etc.

Si no quieres que se herede un aspecto específico, puedes desactivarlo en la [configuración](#).



Habilidad

La crianza cruzada añade una pequeña probabilidad de obtener la habilidad oculta del Pokémon mediante la reproducción. Si la madre ya posee su habilidad oculta, la probabilidad de transmitirla será normal (60%).

Si la madre posee una habilidad normal, la probabilidad de que la descendencia obtenga la habilidad oculta será:

- 10% si el Pokémon tiene 3 habilidades posibles
- 20% si el Pokémon tiene 2 habilidades posibles

Movimientos huevo

El mod revisará todos los movimientos de ambos padres para transmitir todos los movimientos huevo que encuentren para al Pokémon en el huevo. Esto incluye el conjunto de movimientos actual, así como los movimientos en banca/guardados.

⚠ Si, por alguna razón, un movimiento de los padres no se transmite correctamente, intenta incluirlo en los movimientos en banca del Pokémon.

Hierba Copia

Si un Pokémon en pastoreo lleva una Hierba Copia, aprenderá movimientos de huevo del Pokémon con el que está en pastoreo. El Pokémon que enseña y el que recibe el movimiento no necesitan pertenecer al mismo grupo de huevos para que se transfiera. La Hierba Copia se activará cada vez que el Bloque de Pastura intente generar un huevo, incluso si no lo consigue.

⚠ Si, por alguna razón, un movimiento del conjunto de movimientos de los Pokémon padres no se transmite correctamente, intenta incluirlo en los movimientos de banca del Pokémon.

Caza de shiny

Por defecto, se activará un método de caza shiny similar al de **Masuda**. Este método aumentará las probabilidades si los padres tienen un Entrenador Original (OT) diferente.

- **Crystal** aplicará la mejora a cada padre shiny del huevo.
- **Always** aplicará la mejora a todos los huevos.

Estos métodos se pueden [configurar](#) y se acumulan entre sí.

El multiplicador predeterminado es x4, que también se puede configurar.

Si se desea, la caza shiny también se puede desactivar por completo.

Aquí tienes un resumen de tus probabilidades shiny según tus probabilidades shiny predeterminadas, el multiplicador y los métodos activados:

-S: Probabilidad shiny predeterminada (configurable en la configuración de Cobblemon)

-N: Valor del multiplicador shiny

	Sin Ponteciadador	Método Masuda o 1 progenitor shiny	2 padres shiny o Masuda + 1 padre shiny	Método Masuda y dos padres shiny
Fórmula	$1/S$	N/S	$(N^2)/S$	$(N^3)/S$
Usando valores predeterminados	1/8192	4/8192 = 1/2048	16/8192 = 1/512	64/8192 = 1/128

Configuración

Opciones básicas

Nombre	Valor por defecto	Valores aceptados	Descripción
eggCheckTicks	12000	< 20	Este es el tiempo de recuperación/cooldown en ticks entre cada intento de generar un huevo..
eggCheckChance	0.5	]0 , 1]	Esta es la probabilidad de que un intento de generar un huevo tenga éxito.
eggHatchMultiplier	1.0	> 0	Este valor se utiliza para calcular el temporizador que se le asigna al huevo durante su creación: <i>Pokemon Egg Cycle * 600 * eggHatchMultiplier</i>

Caza Shiny

Nombre	Valor por defecto	Valores aceptados	Descripción
shinyMethod	["masuda"]	["disabled", "masuda", "crystal", "always"]* *Conserve sólo los valores que desee aplicar. "disabled" cancelará los demás.	Determina cómo puedes cazar Shiny.
shinyMultiplier	4	> 0	El multiplicador utilizado para calcular la probabilidad de Shiny cuando se activa shinyMethod.

Crianza con Ditto

Nombre	Valor por defecto	Valores aceptados	Descripción
dittoAndDittoRandomEgg	false	true or false	Permite criar dos Ditto para obtener un Huevo Pokémon aleatorio.
dittoAndDittoAllowLegendary	false	true or false	Permite Pokémon legendarios y míticos en la selección aleatoria de huevos.
dittoAndDittoAllowParadox	false	true or false	Permite Pokémon paradoja/paradox en la selección aleatoria de huevos

dittoAndDittoAllowUltraBeast	false	true or false	Permite Ultraentes en la selección aleatoria de huevos
dittoAndDittoAllowUndiscovered	false	true or false	Permite Pokémon no reproducibles en la selección aleatoria de huevos

Varios

Nombre	Valor por defecto	Valores aceptados	Descripción
customColors	true	true or false	Si los colores de los huevos deben depender de los tipos de Pokémon que hay dentro o no.
allowHoppersToPullFromPastureBlock	true	true or false	Si las tolvas pueden recoger huevos de los bloques de pastura o no.
blacklistedAspects	["male", "female", "shiny", "sheared"]	Any aspect	Evitar que determinados aspectos se hereden.

Comandos

/givepokemonegg <jugador> <especie> ...
Una alternativa a /give que rellenará automáticamente los espacios en blanco de tu inventario para darte el Huevo Pokémon correspondiente según los argumentos introducidos.
Los argumentos son los mismos que los de **/givepokemonother** de [Cobblemon](#).

Preguntas frecuentes

No puedo poner a mis Pokémon en mi pastizal.
Cobblemon impedirá que un Pokémon aparezca si el área es demasiado pequeña. Asegúrate de que haya suficiente espacio detrás del bloque de pastura.

Mis Pokémon en pastoreo se están desmayando.
Los Pokémon en pastoreo aún pueden desmayarse debido a peligros. Probablemente encontraron un lugar donde ahogarse. Trátales como niños pequeños y mantén tu zona de pastoreo completamente a salvo de cualquier daño.

Mis Pokémon en pastoreo desaparecen y vuelven al PC.
Aparentemente, esto puede ocurrir cuando se alejan demasiado del Bloque de Pasto. Cambia la configuración de Cobblemon para limitar su alcance o restringir el área de pastoreo.

¿Por qué mis Pokémon no se reproducen?

Recuerda que, por defecto, la reproducción depende de la suerte. Pero asegúrate de que tus Pokémon sean compatibles. Los Pokémon del grupo de huevos no descubiertos/[Undiscovered](#) tampoco pueden reproducirse.

¿Qué Pokémon pueden reproducirse?

Dos Pokémon pueden reproducirse si comparten al menos un grupo huevo/[egg group](#) en común y son de sexo opuesto. Los Pokémon sin género solo pueden reproducirse con Ditto, quien a su vez puede reproducirse con cualquier Pokémon que no pertenezca al grupo de huevos No Descubiertos/[Undiscovered](#).

¿Es necesario cargar el bloque de pastura para que se produzca la reproducción?

Sí, si el bloque de pasto no está cargado, no funcionará y, por lo tanto, no intentará poner huevos.

¿El Pokémon resultante se define al crear el Huevo Pokémon o al eclosionar?

El Pokémon que obtendrás se define al crear el Huevo Pokémon. Esto significa que puedes definir cualquier huevo con estadísticas muy específicas si tienes los permisos necesarios en el servidor.

Mi huevo no eclosiona cuando el temporizador llega a 0.

El temporizador del huevo puede desincronizar entre el servidor y el cliente. Sin embargo, el servidor es quien decide cuándo el huevo está listo para eclosionar. El huevo no está roto, simplemente eclosionará cuando el temporizador del servidor llegue a 0.

Tengo un Huevo Podrido/Bad Egg

Un Huevo Pokémon se mostrará como "Huevo Podrido/Bad Egg" cuando el juego no pueda recuperar la especie de Pokémon definida en sus datos. Esto suele ocurrir al actualizar Cobbreeding a una versión con cambios importantes en el almacenamiento de datos.

Un Huevo Podrido no dañará el juego y se eliminará automáticamente cuando deba "eclosionar".