

How to customize don't blow up

So you want to customize your don't blow up experience - here is the right place to learn how to do so!

Content:

- Changing start time and other number values
- Creating custom item
- Creating custom map:
 - Setup for new world
 - TNT and spawn locations
 - Chests
 - Machines
 - Doors

Indicators:

- just copy+paste code
- variables you have to change
- file path

1] Changing start time and other number values

Difficulty level: **Easy**

For showing the config, use command `scoreboard objectives setdisplay sidebar config`

```
config
startTicks          5000
steakfillCooldown  3000
creeperRushCooldown 2400
boomerRushCooldown 1800
potatoCooldown      400
steakCooldown       400
appleCooldown       200
lowWarning          200
addedTicks          100
coffeeCooldown     100
cookieCooldown      100
dashCooldown        100
alertCooldown       40
alertDelay          40
dashCount           15
```

Here you can change any of these values.

Note that changing the config will make scores invalid in the normal category.

You can change the values with command `scoreboard players set <setting> config <value>`

You just need to replace the two values.

For example: `scoreboard players set coffeeCooldown config 20`

All time related values are in ticks. (1 tick - 1/20th of a second)

Most of the value names are pretty self explanatory, but here are few explained:

- additionalTicks - amount of time you get from one gunpowder

Finally, you can restore default config values with function `dbu:debug/restore_default`

2] Creating custom item

Difficulty level: **Medium**

If you wanna create a new item, don't hesitate to use the generators that are on the internet! I personally use website [gamergeeks](#), in my opinion they have the best give and summon generators. [Click here to open the give generator](#)

The name and description of the item is the easiest part.

After you generated your command, open the custom items folder (world save > datapacks > dbu > data > dbu > functions > item > custom), create new folder, name it as your item and inside create give.mcfuction and paste your command there **without the slash on the beginning**. You also need to give it a custom id. Just before the last } , type `dbu:"item_id"`. Type `/reload` ingame and you're done!

2.1] Making custom item do something

Difficulty level: **Hard**

Requires: basic command skills

- a) Passive ability - open (functions)/_tick and type `execute as @a[nbt={Inventory:[{Slot:103b,tag:{dbu:"item_id"}}]}} run your command`, then save & reload.
- b) Sneak/Right click ability - open `(functions)/mechanics/sneak or right_click/run` and type `execute if entity @s[nbt={SelectedItem:{tag:{dbu:"item_id"}}}] run function dbu:item/custom/rainbow_pill/ability` for right click or `execute if entity @s[nbt={Inventory:[{Slot:102b,tag:{dbu:"item_id"}}]}} if score dash cooldown < 1 numbers run function dbu:item/custom/item_id/run`
`execute if entity for @s[nbt={Inventory:[{Slot:102b,tag:{dbu:"item_id"}}]}} unless score dash cooldown < 1 numbers if score alert cooldown < 1 numbers run function dbu:alert` for sneak and then open your item folder and create run.mcfuction, then put your commands there. Don't forget to put `clear @s carrot_on_a_stick{dbu:"item_id"} 1`
`scoreboard players reset @s COSclick` for right click.

3] Creating custom map

Difficulty level: **Hard**

Custom map requires more steps.

3.1] Setup for new world

Difficulty level: **Easy**

Just type `/function dbu:debug/setup_for_new_world`

3.2] TNT and spawn locations

Difficulty level: **Medium**

Open (functions)/game_start and on line 9 replace coordinates with your own where you want the TNT to spawn and on line 6 where you want players to spawn.

3.3] Chests

Difficulty level: **Medium**

If you use chests and there is nothing above the chest, stand on the chest and type `/function dbu:debug/spawn_armorstand/type_of_chest`. If you use barrels or there is something above the chest preventing you standing on it, use `/execute positioned x y z run function dbu:debug/spawn_armorstand/type_of_chest` instead.

To verify your work, type `/function dbu:debug/outline_armorstands` or make the armor stands visible with `/function dbu:debug/show_armorstands`. (Don't forget to hide them with `/function dbu:debug/hide_armorstands`)

3.4] Machines

Difficulty level: **Medium**

Create your machine design, then put a command block behind and type `function dbu:item/machine/item/check` into it.