

Minecraft Bedrock Commands & Script Basics

Introduction

Minecraft Bedrock Edition includes powerful commands and scripting tools that allow players to automate tasks, create custom gameplay, and enhance worlds.

Basic Commands

- **/tp**: Teleport players or entities.
- **/give**: Give items to players.
- **/setblock**: Replace or set blocks.
- **/fill**: Create or modify large areas quickly.
- **/gamemode**: Change player's game mode.

Command Blocks

Command Blocks automate commands without typing:

- **Impulse**: Runs once.
- **Repeat**: Runs continuously.
- **Chain**: Executes after the block before it.

Scripting Overview

Minecraft Bedrock uses **GameTest Framework** and **JavaScript** for scripting.

Scripts allow:

- Custom mobs
- Automated behaviors
- New interactions
- Custom world logic

Script Example

Simple JavaScript Script

```
``js
import { world } from "mojang-minecraft";

world.events.chat.subscribe(event => {

  let msg = event.message;

  if(msg === "hello") {

    event.sender.runCommand("say Hi there!");

  }

});
``
```

Add-On Structure

An add-on includes:

- **behavior_pack**: Logic and scripts.
- **resource_pack**: Textures, sounds, models.
- **manifest.json**: Defines pack info.

Useful Tips

- Test scripts in small worlds.
- Use `/reload` after editing scripts.
- Check logs for errors.
- Keep functions modular.

Conclusion

Commands and scripting unlock limitless creativity in Minecraft Bedrock. Whether automating farms or building new gameplay mechanics, mastering these tools improves every world.