

FTB Quests Integration

```
onEvent('ftbquests.custom_task.75381f79', event => {
  log.info('Custom task!')
  event.checkTimer = 20
  event.check = (task, player) => {
    if (player.world.daytime && player.world.raining) {
      task.progress++
    }
  }
})

onEvent('ftbquests.custom_reward.e4f76908', event => {
  log.info('Custom reward!')
  event.player.tell('Hello!')
})

// specific object completion
onEvent('ftbquests.completed.d4f36905', event => {
  if (event.player) {
    event.notifiedPlayers.tell(Text.of(`${event.player.name} completed...
something!`).green())
  }
})

// generic 'quest' object completion. Note: There isnt actually a way to get reliable title on
server side, so dont use event.object.title
onEvent('ftbquests.completed', event => {
  if (event.player && event.object.objectType.id === 'quest') {
    event.notifiedPlayers.tell(Text.of(`${event.player.name} completed a quest!`).blue())
  }
})

// object with tag 'ding' completion
onEvent('ftbquests.completed.ding', event => {
  event.onlineMembers.playSound('entity.experience_orb.pickup')
})
```

```
onEvent('entity.death', event => {  
    if(event.server  
        && event.source.actual  
        && event.source.actual.player  
        && event.source.actual.mainHandItem.id === 'minecraft:wooden_sword'  
        && event.entity.type === 'minecraft:zombie') {  
        event.source.actual.data.ftbquests.addProgress('12345678', 1)  
    }  
})
```

Revision #2

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