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## Minecraft building tips and tricks

Minecraft is a game all about blocks, and the beauty of it is that you build everything your heart desires. Building in Minecraft is like building with digital Lego, but, like Lego, building takes a long time and is often tedious and repetitive for just over a few blocks on each side. WorldEdit is a plugin that makes repetitive tasks such as filling walls and replacing blocks easier. Getting WorldEdit Installed WorldEdit is mainly used as a server plugin, but it has its own single player mod. If you want to be careful about not installing mods, set up a Spigot server and download the WorldEdit plugin. However, if you don't want to set up a server, download and run the 1.8 Installation. Forge is a mod API that makes installing mods as easy as dragging and dropping. It is not available for 1.8.1 or any subsequent releases, only 1.8, but since newer versions of 1.8 are mainly bug fixes and do not contain any major new features it is okay to downgrade. In the Edit Profile section of the Minecraft launcher, select release 1.8. The Forge installer writes a few files to your Minecraft folder and creates a new profile in the Minecraft launcher called 'Forge'. Once you've installed Forge, download Liteloader for 1.8. Liteloader is like Forge, and can be installed on top of it. Be sure to select the Forge profile to expand in the Liteloader installation. Once both are installed, open Minecraft, select the Liteloader with Forge profile, and wait for the title screen. The game is setting things up the first time it runs. Exit after it loads and open your Minecraft folder in Windows Explorer or Finder. You use it on Windows by searching for %app data% in the Windows menu; a folder called 'Roaming' should appear and the .minecraft folder is there. On Mac, hold command while you click Library on the Finder Go menu, and then click Application Support. In your Minecraft folder there is another folder called mods. This is created by Forge and Liteloader and is where you will place the mod files. You have to: WorldEdit Singleplayer WorldEdit CUI One is a litemod and one is a pot, both go into the mods map. When you start Minecraft backup, WorldEdit must be installed. We recommend the Forge/Liteloader option if you only plan to use it yourself, as you don't need to run a separate server, plus install the WorldEdit CUI mod, making it easy to see what you've selected. If you decide to go the server route and set up Spigot, installing Liteloader and WorldEdit CUI is still very beneficial. Build in WorldEdit Once you get in the way of your WorldEdit, you have a relatively flat place to build, just to make sure none of the terrain gets in the way. For this tutorial we will a super-flat world. Start by grabbing a wooden axe. This is WorldEdit's selection wall. You change this to another tool in the config files, but right now the axe is used to select areas of blocks, not cut down trees. Left clicks with the axe sets point one, right click sets point two, and what is between the points is the area, or selection: Select any grass block with a left click: Walk some distance and select a second grass block, this time by right-clicking. You should now have a selection of the floor of your home. You change this selection with commands. For example, if you wanted to turn the grass into stone for a floor, you do so with //rep stone that all the blocks in your selection (except air) will turn to stone: It's not much of a shelter without walls. If you want to build a wall, you need to expand your selection, because at the moment it only includes the floor. Expanding a selection is simple: //extend 6 you That will extend your selection 6 blocks up. If you want a different direction, use 'd' instead of 'u' for down, and 'n', 's', 'e' and 'w' for each of the main directions. Moreover, if you leave the direction empty, WorldEdit will fill it in whatever direction you see. Once you have a selection, you build walls. WorldEdit has a built-in command for that: //walls cobblestones You replace cobblestones with whatever block you want, but make sure you use the block ID. A list of all block IDs can be found on the Minecraft Wiki. Our cobblestone block looks boring, but the most important thing is that it has no roof. Start by selecting one of the corners of the cube with a left click: Fly to the opposite corner and right-click it: Now you have a new selection, which you've removed old ones. Now, if you would do //rep wood that command would not work for filling the roof, because it would only replace the cobblestones, and not the air. The correct task is //rep airwood that only replaces air with wood. Now you have a floor, walls and a roof, but it's still a bit boxy, inside and out. What if you want to build a second floor? You'd start building a staircase. Place two stair blocks in a fair way away from the back wall. Select one of them with one click left: And the other with a right-click: Go on the ground directly for the first, and walk: //copy Walk up the stairs and enter: //paste Now you have two sets of stairs! The new set is one block higher and a block forward because you were a block higher and a block forward from where you copied the stairs. Copying and pasting is relative and position-dependent. Repeat this process until you reach the top (it may be you have to punch a hole through the ceiling): Now the ceiling is used as the floor of the second second So it's time to build more walls. Start by setting a block on the corner of the house, and selecting it with a left click: Do the same at the other corner, except with a right-click. You now have the commands you ran to build the paved walls: //expand 4 u to select the space we will build in, and //walls wood:1 To build the walls. Note the colon and the number after the 'wood'? That indicates a different type of wood, so that the floor of the walls is different. Looks very blocky. Adding touches to the house goes a long way toward making it look better. For example, to better separate the cobblestone area from the wood part, add 'reinforcements' to the wall and do it faster with WorldEdit. Build something similar near the edge of the wall and left click on one of the corners: Right-click the opposite corner: Then, while looking toward the rest of the wall, enter // stack 6 This command takes what's in your clipboard, and makes copies of it, back to back, in whatever direction you want. You specify a direction, just like in the Expand command. We did the wall accents all the way around, and punched some holes in the wall for windows. We also have the color of the wood closest to the floor, to give it some sort of trim look. You do that by selecting both corners and running: //rep wood wood:2 Which gives you a different color of wood. If you want to build windows easily, you don't have to fill them with windows by hand. Select one corner with left click: And the other right- button: Be careful not to select anything in the building, just the window frame, and walk / / rep air glasspane Do this around the building: That gives the house a nice, finished look, except that we don't have a roof on it yet. Instead of opting for a flat roof we can decorate our house with a triangle-shaped: This is hand-built, but you don't have to build the rest by hand. Select one edge of the roof with one click to the left: The other with a right-click: Enter: //out 10 you to select the rest of the roof up. Then, looking toward the rest of the house, run: //stack 12 It can't stack at all, or can stack too much, you always use / / undo and //redo to clear any mistakes you have made. The roof hangs on one side, but the other is still undeveloped. It's easiest to copy it with WorldEdit. Start by lining up with the wall of the house. This is important because if you finish a block, it can be strange copying. Stand on the roof of the house, stand with the wall and look in the direction of the overhang. At the moment, our selection is only a from the roof, so run //expand 10 To select the rest of the overhanging part of the roof. Enter : //copy to copy it to the clipboard. Run: //rotate 180 to turn the overhang. Run. command has some bugs with doors, buttons and other direction-specific blocks, so be careful when using them to copy and rotate entire buildings. For now, it should work fine. Stand on the opposite edge of the roof and walk/paste You'll probably get the positioning of it wrong on the first attempt. If you didn't, great! If you did, you have to // undo and //paste in different places to get it right. Remember, copying and pasting is relative to where you stand when you copy and paste. After a few touches and touch-ups, the house is ready! It will probably take a while on the first attempt, but as you get used to it, you'll get faster and better at it. A build like this takes about 10 minutes in WorldEdit, compared to more than half an hour on regular creative mode. Some things, like terraforming and generating huge structures, are almost impossible in vanilla Minecraft. This tutorial shows how to make a cool umbrella in Minecraft PE 0.13.0. Hope you enjoy it! You need 4 fences of your choice, 2 steps of your choice, 2 plates of your choice, 24 blocks of your choice (I chose oak for all of those), 12 beds, and 1 red wool. Put your red wool on the fences. Build 2 blocks on each side of the top fence so that it looks like the image. Fill in with the block of your choice so it creates a square like the one in the photo. Put a bed on each side of the red wool like the one in the picture. Add two more beds next to one of the 4 beds. Repeat until it looks like the one in the picture. Break all the blocks under the beds, but don't break a bed! Put plates in front of the two stairs so that it looks like the picture. image.