Minecraft Fill Shape Generator

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README

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2.1 File List

Here is a list of all documented files with brief descriptions:

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Chapter 3

File Documentation

3.1 main.c File Reference

```
#include "include/TL_0_01d.h"
#include "include/Fillmc.h"
```

Macros

- #define **TL_HELP_MESSAGE** "\n Minecraft Fill Shape Generator (v0.1)\\n ==========\\n This program is designed to help generate 'simple' geometric shapes\\n in Minecraft. The output of the program will be the '/fill' commands\\n needed to render the specified shapes, and can be manually entered in\\n the chat window in game or bulk pasted into the server's console.\\n\\n The tool supports both commandline passing of fields for shapes or it can\\n executed without fields to run in an interactive, Q&A mode.\\n\\n ActuallyFro - Feb 2015 \\n\\n Example Commandline Excecution:\\n ----------\\n %s --shape 6 -x 0 -y 100 -z 0 --height 3 --width 10\\n\\n\n",TL_ProgName

Functions

- int **main** (int argc, char ∗∗argv)

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