

# cyubePainter

By Quill Inkwell

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## Installation Instructions:

To install the mod simply extract the contents of the downloaded zip into your cyubeVR Mods folder. If you are updating the mod, allow it to overwrite any existing files. If everything has been done correctly you should see a cyubePaint category in the craft recipes menu.

## Usage Instructions:

### Making a selection:

To make a selection you will need to make use of two blocks provided to you by the Mod, Marker 1 and Marker 2. You can find these blocks in the cyubePainter Category of your Briefcase's recipe menu.



By placing these markers into the world you can specify the area you would like to select. All selections in cyubePainter are cuboid and thus these markers become the corners of your selection.

When you place a marker you set one corner of your selection. Once both markers have been placed the area between them is selected. If you want to move one corner of your selection you can drag-move one of the markers. The corner of your selection will automatically be updated to wherever you move the marker to.

Please be aware if you place a new marker it will overwrite the previous markers position and become the new corner of your selection. Keep in mind your selection remains even if the markers are destroyed or replaced by paint operation.

## The Command Palette



The Command Palette is your all in one portable mod menu. If you haven't already craft the Palette block from the cyubePainter category.

To open the Command Palette, place the palette block into the world and tap it with the stick. If the Command Palette has enough space it will automatically place all command blocks into the world. Otherwise you will be given a warning message and the command palette will not open. If this happens to you, try moving the palette block into a more open space.

Once the Command Palette has been opened you should have a series of command blocks.



Each one will be explained in detail below.

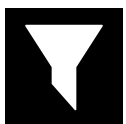
If you wish to close the menu again simply tap the palette once more with a stick or break the block.

## Painting an Area



Painting an area allows you to replace all blocks within a given selection with a block of your choice. To do simply place the block you want to replace the selection with on top of the Paint block. Next tap the paint block with your stick. Ta da! All blocks in your selected area will now be replaced with your new block of choice.

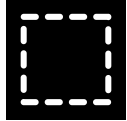
## Masking your Selection



If you only want to replace certain blocks within your selection you need to set a mask. Don't worry it's not complicated! Simply place the blocks you want your paint operation to replace above your mask block. All blocks should be in one contiguous group. As soon as the program

encounters air it will stop looking for blocks! On that note make sure if you are underground there is at least one air block above your group of mask blocks.

If you happen to want to include Air in your mask you need to use a special block. Simply craft the Airfilter block and include that in your mask group.



Air filter

## Undos and Redos

If you wish to undo your last Paint operation simply tap the Undo block on your command palette with a stick. Keep in mind you can only undo your last operation! This works for Paint Area, Cut, and Paste commands.



Undo

Should you for any reason decide you want to undo your own undo simply tap the Redo command block with a stick. Like the Undo command this only redoes your last undo.



Redo

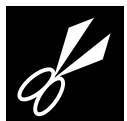
## Copying, Cutting, And Pasting

If you wish to copy the contents of your selection to the clipboard simply tap the Copy command on the Command Palette with your stick.



Copy

However if you wish to clear the selection after copying it, i.e, cutting out the selection tap the cut command on your Command Palette. All blocks in the selection will automatically be set to air after copying the selection to the clipboard. This operation can be undone.



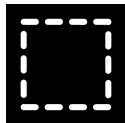
Cut

Once you are ready to paste the contents of the clipboard into the world, craft the Paste block from the cyubePainter category. Now just place the block and tap it with your stick. The contents of the clipboard will automatically be pasted at the blocks location. This operation can be undone.



Paste

That's all well good but you may find yourself having trouble pasting designs close together due to air blocks overwriting your existing builds when you paste. Worry not! If you place an Air filter block above your paste block any air blocks on your clipboard will be ignored when pasting!



Air Filter

If you want to get fancy and rotate your clipboard before pasting it you may do so! Simply tap either the rotate clockwise block to rotate the clipboard 90 degrees Clockwise:



Or tap the Rotate Counter Clockwise block to rotate the clipboard 90 degrees Counterclockwise.



## The Selection Wand:



The selection wand enables you to set the corners of your selection without placing markers. To enable this feature simply tap the Selection Wand toggle block on your command palette. For the next step you will need a Stone Axe and Stone Pickaxe.

With the selection wand enabled you can place the corners of your selection by hitting blocks with either your Stone Axe or Stone Pickaxe. The Stone Pickaxe places your first marker and the Stone Axe places your second. This will of course overwrite any selection corners you have previously placed with markers.

To disable Selection wand mode simply tap the Selection wand toggle command on your command palette once more.

# Uninstallation Instructions:

To Uninstall the mod first delete the "cyubePainter\_\_V1" folder from the APIMods folder your cyubeVR mods folder.

Next you need to delete the following folders from your Blocks folder located in the cyubeVR mods folder:

quillAirfilter

quillCopy

quillCut

quillMarker1

quillMarker2

quillMask

quillPaint

quillPalette

quillPaste

quillRedo

quillRotateClockwise

quillRotateCounterClockwise

quillToggleWand

quillUndo