**Mines, Minerals, and Minecraft**

**Sample Code**

File: teleport.py

import mcpi.minecraft as minecraft

import time

mc = minecraft.Minecraft.create()

time.sleep(1)

pos = mc.player.getPos()

mc.postToChat("You are located x=" + str(pos.x) +

", y=" + str(pos.y) +", z=" +str(pos.z))

time.sleep(2)

mc.postToChat("Get ready to fall from the sky!")

time.sleep(5)

mc.player.setPos(pos.x, pos.y + 60, pos.z)

File: iceman.py

# iceman.py – Set the tile Steve is on to ice.

from mcpi.minecraft import Minecraft

from mcpi import block

mc = Minecraft.create()

pos = mc.player.getTilePos()

mc.setBlock(pos.x, pos.y, pos.z, block.SNOW)

File: iceman1.py

# iceman1.py – Set every tile Steve walks on

# to ice.

from mcpi.minecraft import Minecraft

from mcpi import block

mc = Minecraft.create()

while True:

pos = mc.player.getTilePos()

mc.setBlock(pos.x, pos.y, pos.z, block.SNOW)

File: iceman2.py

# iceman2.py – Set every tile Steve hits

# to ice.

from mcpi.minecraft import Minecraft

from mcpi import block

mc = Minecraft.create()

while True:

pos = mc.player.getTilePos()

mc.setBlock(pos.x, pos.y, pos.z, block.SNOW)

for hit in mc.events.pollBlockHits():

mc.setBlock(hit.pos.x, hit.pos.y,

hit.pos.z, block.ICE)

File: icehouse1.py

# icehouse1.py – Building an ice house

from mcpi.minecraft import Minecraft

from mcpi import block

mc = Minecraft.create()

p = mc.player.getTilePos()

mc.setBlocks(p.x + 1, p.y, p.z + 1,

p.x + 10, p.y + 5, p.z + 10, block.ICE)

mc.setBlocks(p.x + 2, p.y + 1, p.z + 2,

p.x + 9, p.y + 4, p.z + 9, block.AIR)

File: icehouse2.py

# icehouse2.py – Building an ice house with carpet

from mcpi.minecraft import Minecraft

from mcpi import block

mc = Minecraft.create()

p = mc.player.getTilePos()

mc.setBlocks(p.x + 1, p.y, p.z + 1,

p.x + 10, p.y + 5, p.z + 10, block.ICE)

mc.setBlocks(p.x + 2, p.y + 1, p.z + 2,

p.x + 9, p.y + 4, p.z + 9, block.AIR)

mc.setBlocks(p.x + 5, p.y + 1, p.z + 1,

p.x + 6, p.y + 3, p.z + 1, block.AIR)

mc.setBlocks(p.x + 2, p.y, p.z + 2,

p.x + 9, p.y, p.z + 9, block.WOOL.id, 14)