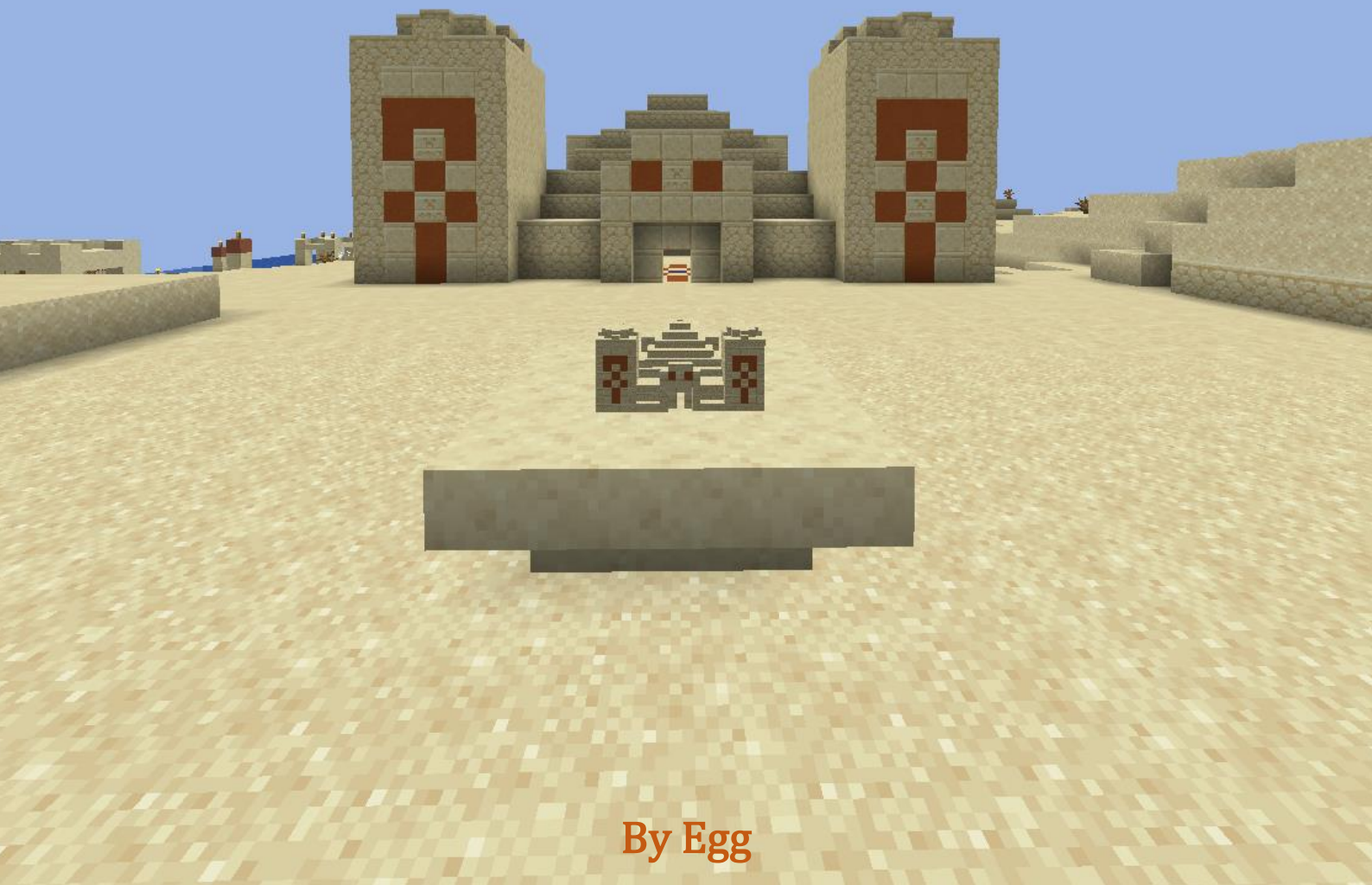


MiniWorld Manual



1 Get started

1.1 Installation

1. Download the datapack (Planet Minecraft).
2. Copy the .zip file to your world folder's map **datapacks**.:
.... / .minecraft / saves / <your world> / datapacks / <paste it here!>
3. Join your world and type /reload in chat.

2 MiniWorld edit tool

The MiniWorld tool has three uses:

1. **Editing selected areas:** You can change the bounding box of one of the area your are editing by right-clicking or left-clicking when facing a block. This will move one of the vertices to the block you are facing.
2. **Switch between edit and normal mode:** Shift-click whilst facing a hologram or miniature to switch its mode.
3. **Rebuild miniatures:** Click on one of your miniatures to rebuild it. This may take a few seconds, depending on the size of your selected area.

3 Selected area

Every single hologram or miniature has their own area, whose blocks it copies to its display. The area appears when you set the hologram or miniature in edit mode. You can do this by shift-clicking it with the tool, or by typing **/trigger edit_entity**. Left-click or right-click to move one of the vertices of the bounding box to the block you are looking at.

4 Commands

This is a list of all commands.

You must put **/trigger <command> set <parameter>** before each keyword. (i.e. **place_hologram** with parameter 2 becomes **/trigger edit_tool place_hologram set 2**). Second parameter is included.

Command	Parameters	Description
delete_miniworld		Removes MiniWorld from your world.
edit_entity		Switches the nearest entities mode.
edit_tool		Gives the MiniWorld Edit Tool
place_hologram	[1, 2]	Places a new hologram on your position. Parameter 2 will align its position.
place_miniature	[1, 2]	Places a new miniature on your position. Parameter 2 will align its position.
rebuild_miniature		Rebuilds the nearest miniature
remove_entity		Removes the nearest MiniWorld entity within the radius of 3 blocks.
rotate_entity	[-1, ->]	Rotates the entity <i>n</i> degrees. Parameter -1 will copy your rotation to the entity. Entity must be in edit mode.
size_miniature	[1, 8]	Sets the size of the miniature, measured in 1/16th blocks. Miniature must be in edit mode.

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switch_entity		Switches the nearest entity on/off.
teleport_entity	[1, 2]	Teleports the entity to you. Parameter 2 aligns its position.