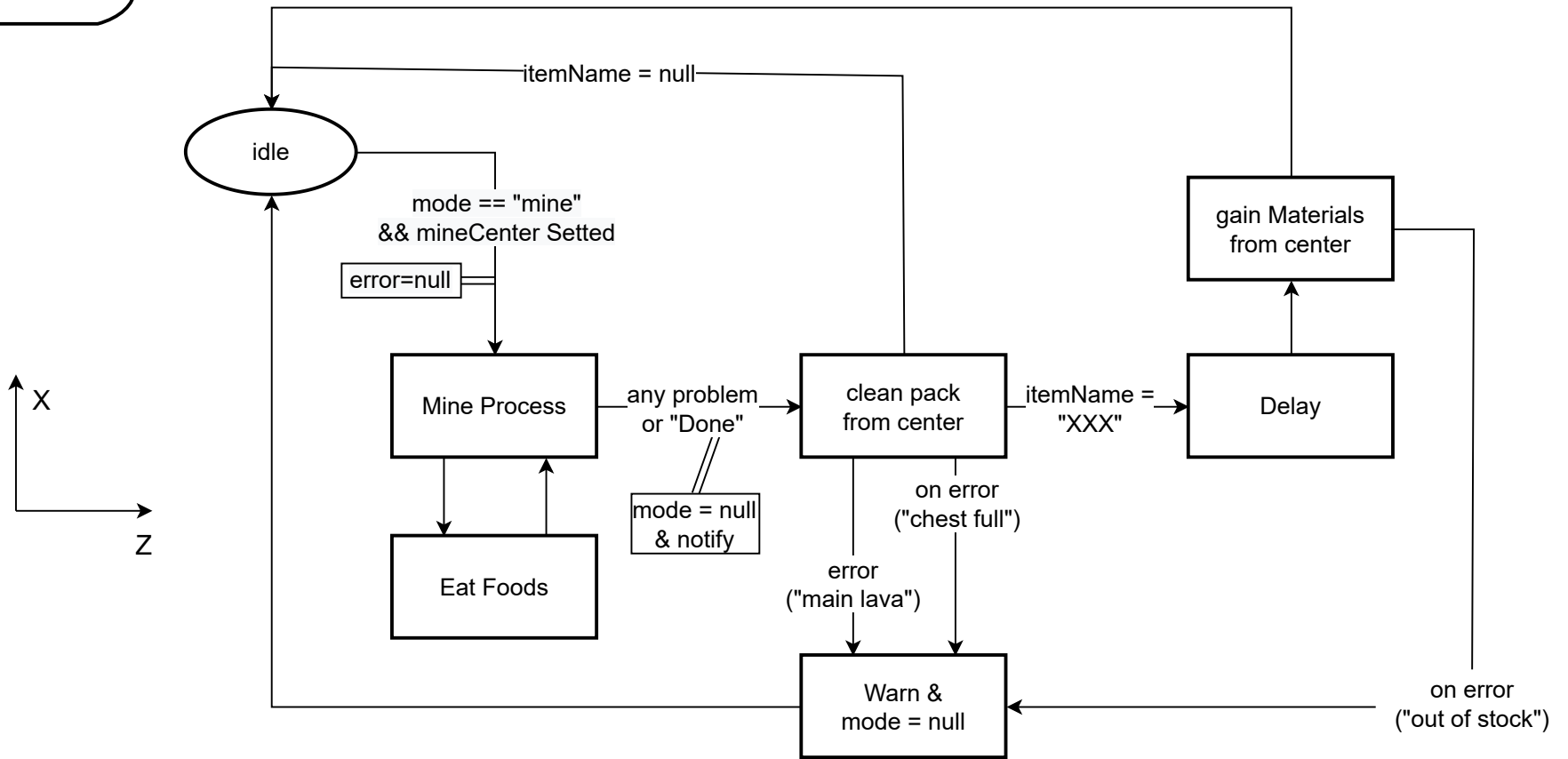
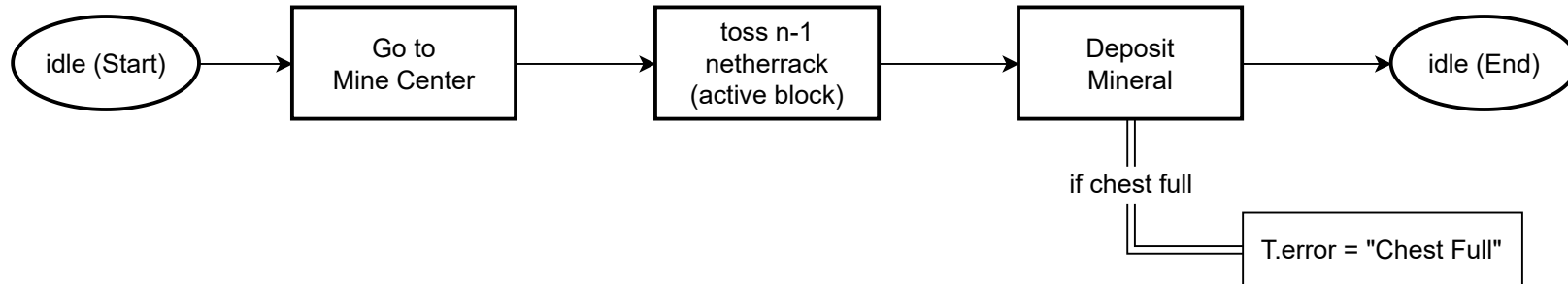


Main Process



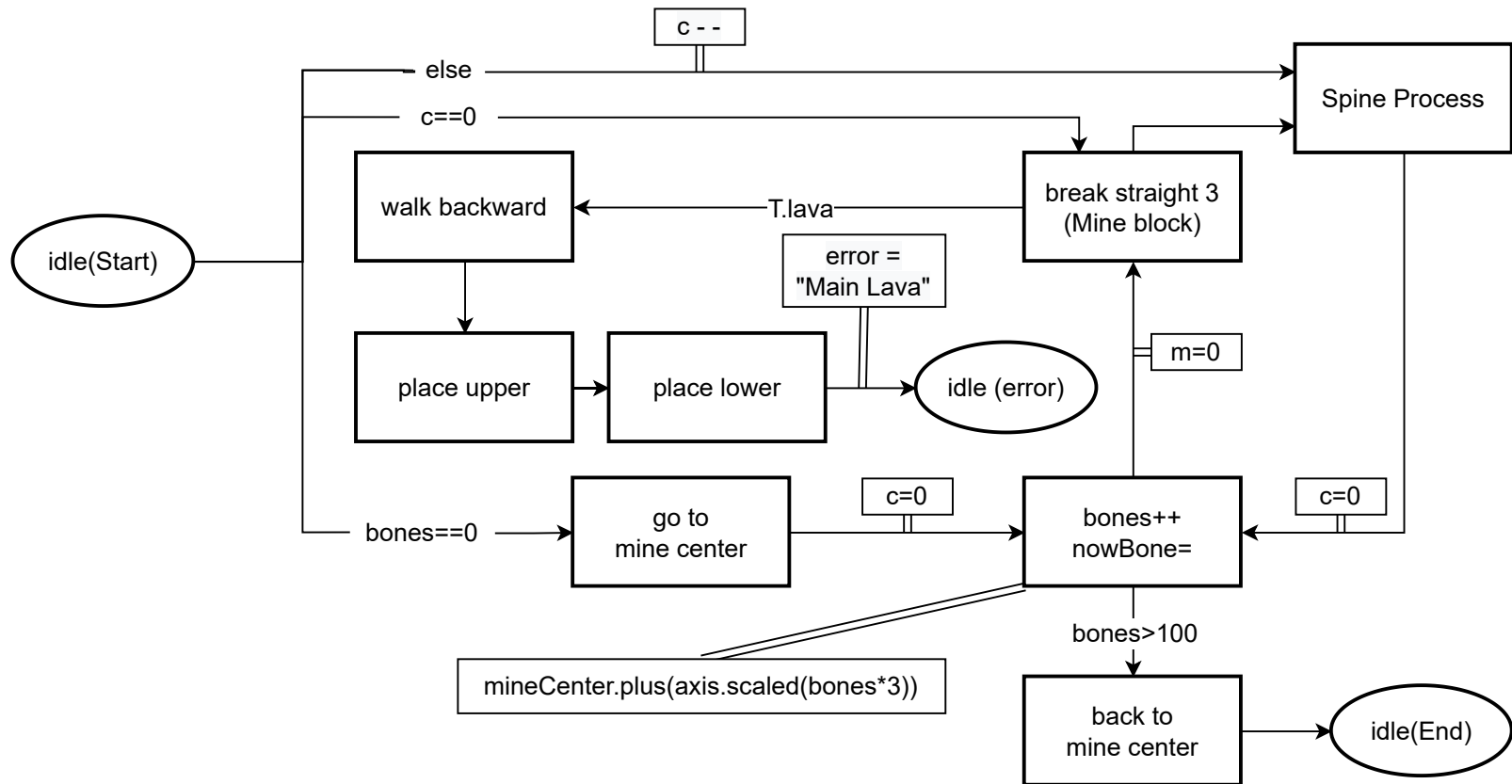
T = { mode: "mine", error: null, mineCenter: v(x,y,z), axis: v(x,0,z), m: 0, bones: 0, nowBone: v(x,y,z), c: 0, mineFaced: v(x,0,z), lava: false, searchName:"lava", willSearch:{ lava:[], ancient_debris:[] }, droppedDebris: entity, withdrawItemName: null, placeTorch: false }

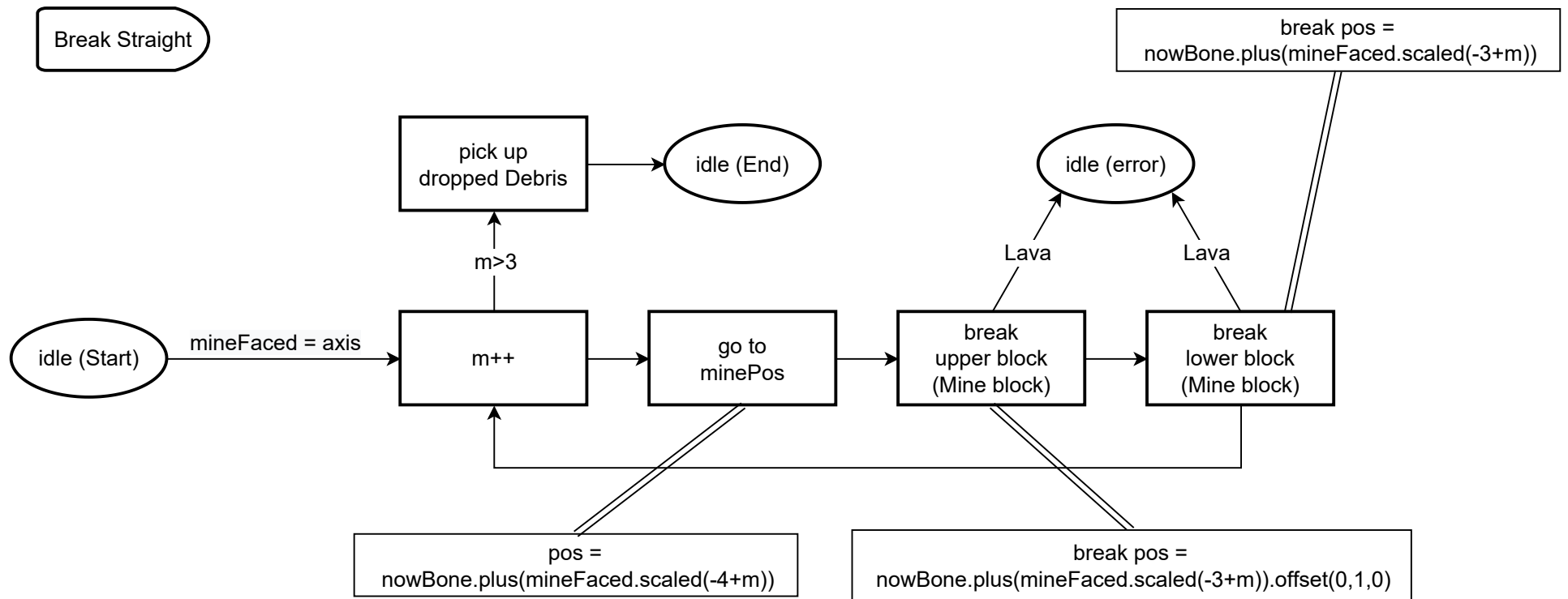
Clean Pack



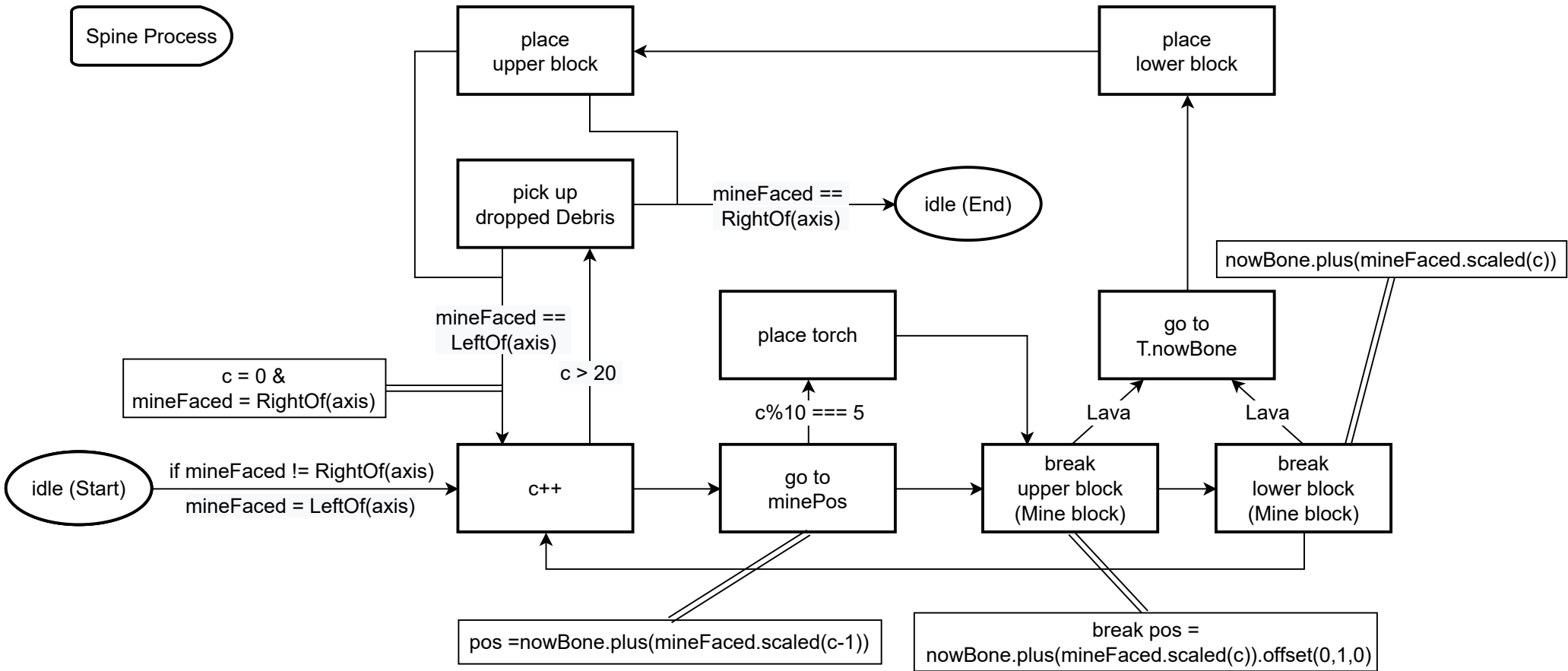
Mine Process

bones定義：第幾"行"

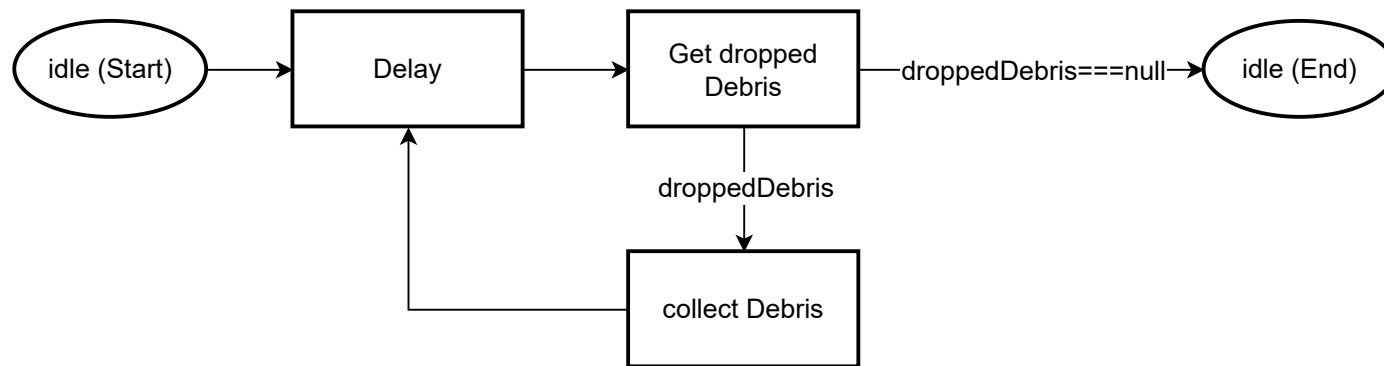




Spine Process



Pick up Debris



Mine Block

