Guide on how to use WorldEdit

FILLEUR SMP

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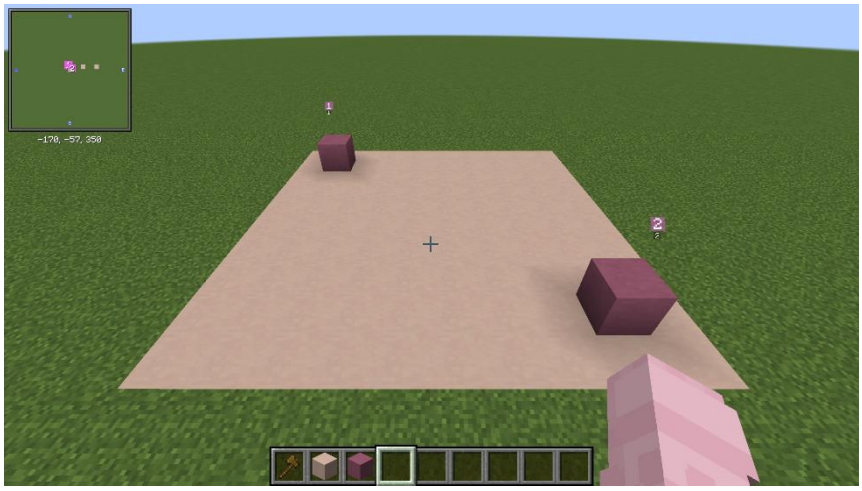
How to select positions

As you can see in the picture here, we have two positions which I named 1 and 2 for better understanding.



To select the first block, get yourself a wand with the command //wand and click on the right block.

To select the second block, use the wand again and left click on the block.
A message will appear in the chat for you to make sure that you selected the block.

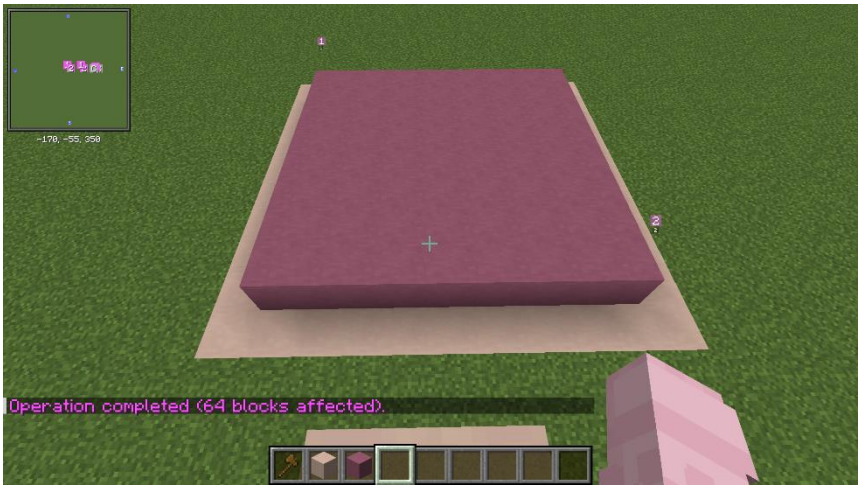
Basic fill in ~1

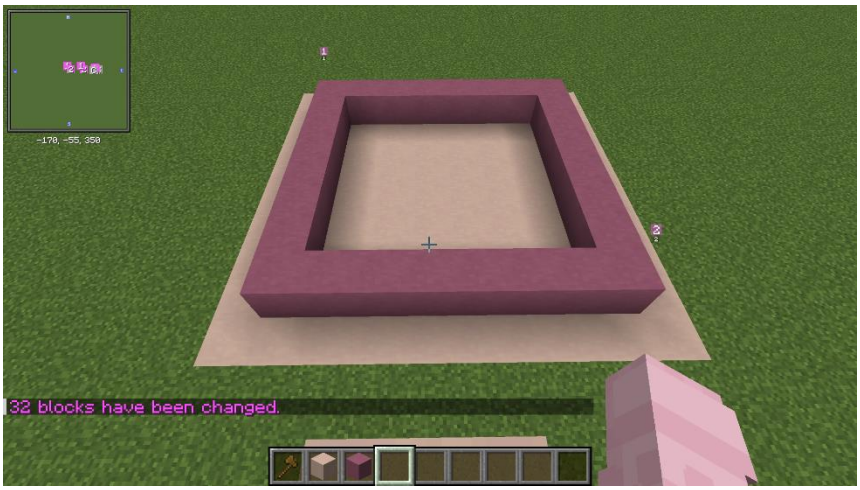
Select your positions and use these commands, replace [block] with your block.

You can see my positions marked as 1 and 2.

//set [block]

Fills in every block from 1st to 2nd position.



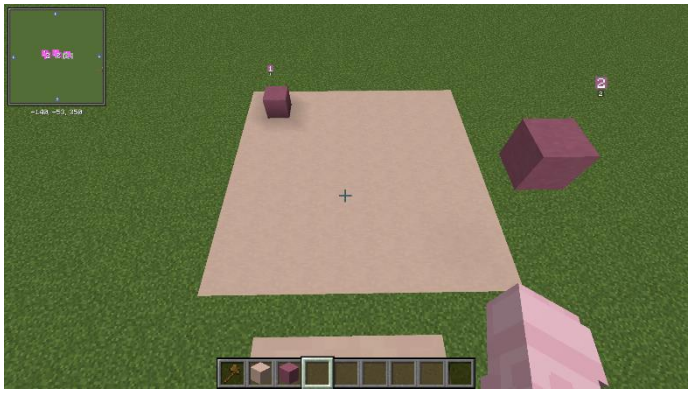


//walls [block]

Creates walls from the 1st to 2nd position.

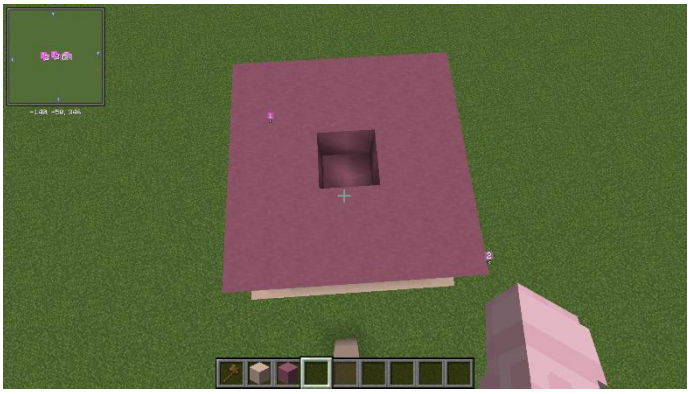
Basic fill in ~2

We have one higher position as the other now, so there's more commands you can use now. (Ignore any holes in the pictures below, I made them to help see better what's Inside.



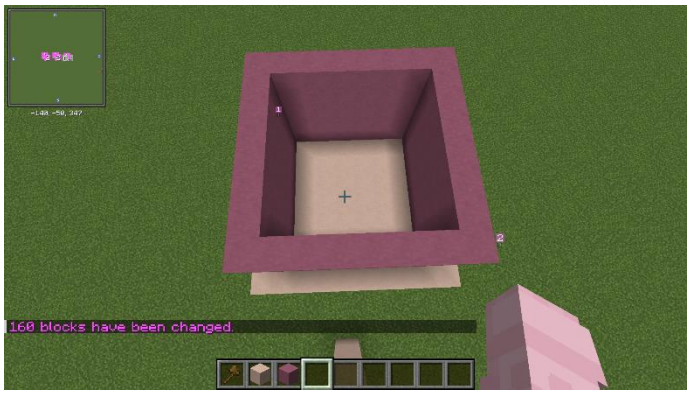
//set [block]

Fills in every block from 1st to 2nd pos.



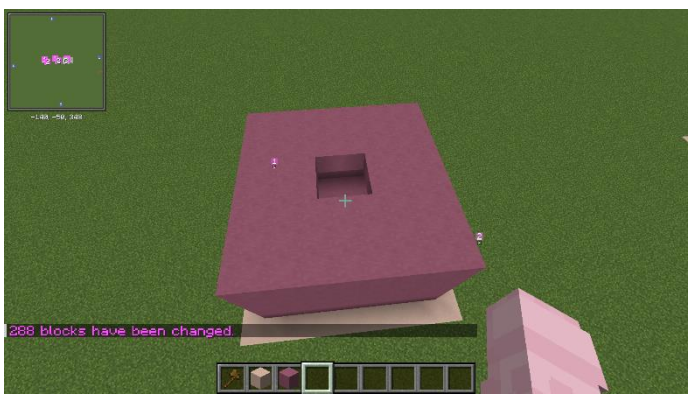
//walls [block]

Creates walls from 1st to 2nd pos.



//outline [block]

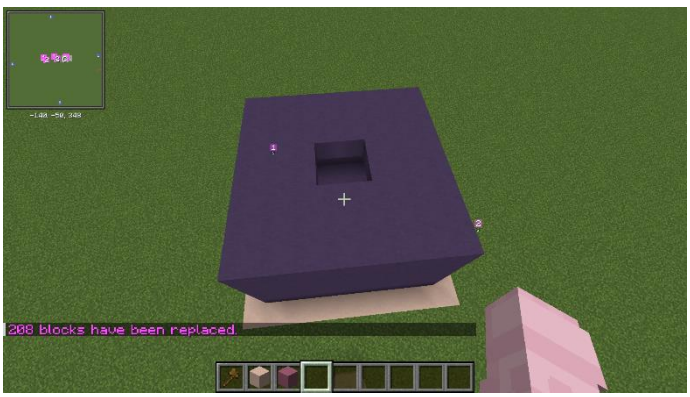
Fills in all sides from 1st to 2nd pos and it's hollow inside.



//replace [current_block] [new_block]

Replaces the current block with a new one.

(//replace magenta_terracota blue_terracotta)



Copy & pasting

First you need to select your positions again. Then stand on a block (for me the middle) and use the command **//copy**

Go to your corner or block where you wanna place the copy and use the command **//paste**

There's also **//rotation** to rotate the clipboard, or **//flip** to flip it (north, east, etc.)

To mirror the same thing, use

//flip back

//rotation 180

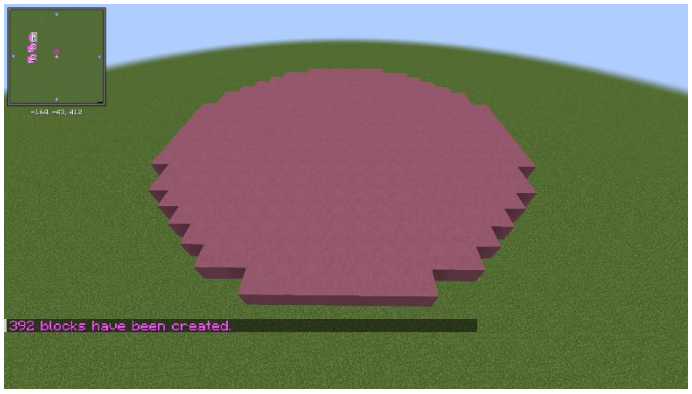
and paste it next to it.

Creating various shapes

To create a square, you can easily use the basic fill ins. It’s kind of different with cylinders, spheres or pyramids.

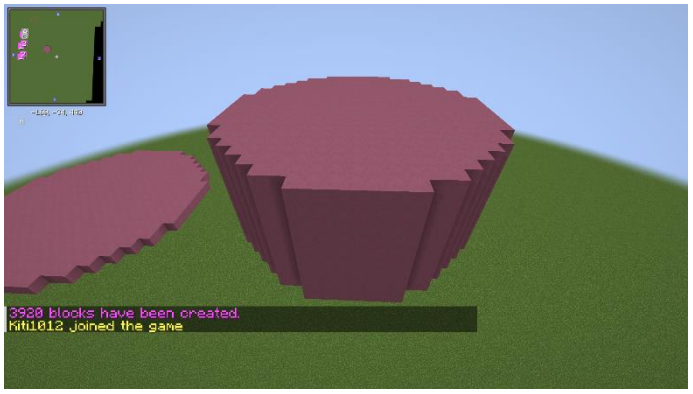
//cyl [block] [radius]

Creates a cylinder with a chosen radius



//cyl [block] [radius] [height]

Creates a cylinder with a chosen radius and a chosen height

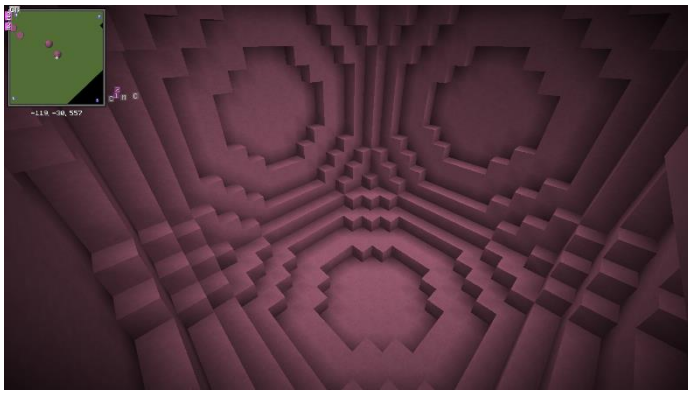


//sphere [block] [radius]

Creates a sphere with a chosen radius

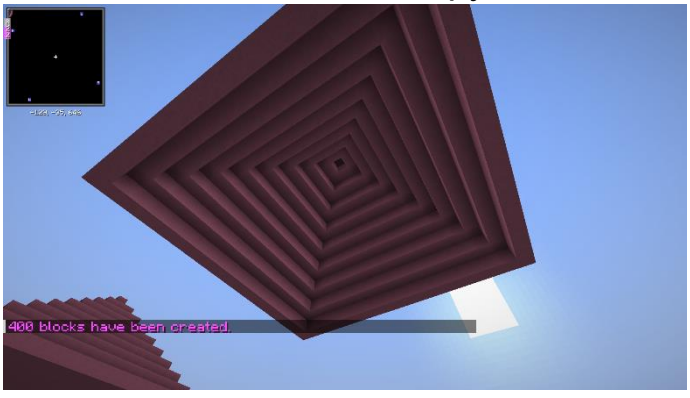
//hsphere [block] [radius]

Creates a hollow sphere



//pyramid [block] [size]

Creates a pyramid with a chosen size

//hpyramid [block] [size]

Cretes a hollow pyramid