



## MODDING MINECRAFT WITH PYTHON



## Enter the Minecraft world

- Open Minecraft Pi from the main menu. Start a game and create a new world.
- 2 Walk around using the WSAD keys on the keyboard. Use Space to jump, and double tap Space to fly.



- Press Tab on the keyboard to release your mouse cursor, and open Python 3 from the main menu.
- 4 Move your windows around so Minecraft and Python are side by side.

## Controlling Minecraft with Python

1 Open a new Python window and enter the following code:

```
from mcpi.minecraft import Minecraft

mc = Minecraft.create()

mc.postToChat("Hello world")
```

- 2 Run the code with F5 and you should see the message "Hello world" appear in the Minecraft window.
- 3 Add the following lines to your code:

```
x, y, z = mc.player.getPos()
mc.setBlock(x+1, y, z, 1)
```









- Run the code and you should see a block of stone appear near your player. If it's not in front of you, try looking around.
- 6 Change the value in the setBlock line from 1 to 2:

```
mc.setBlock(x+1, y, z, 2)
```

- You should now see a block of grass appear. Try changing the number again and see which block gets placed.
- 7 Try changing setBlock to setBlocks to build a 10x10x10 cube rather than a single block:

You should see a large solid cube of stone appear!

## **TNT**

The block ID for TNT is 46. There are two types of TNT: unexplosive TNT and explosive TNT. You want explosive TNT.

1 Build a solid cube of TNT. To get explosive TNT, you need to add a '1' to the end of your setBlocks line:

2 Go up to the cube of TNT and right-click to hit it with your sword. This will activate the TNT. Stand back and watch the show!







