



# Minetest Forums

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## [Mod] Unified Bricks [20120716] [unifiedbricks]

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### wowiamdiamonds

Member

Posts: 13

Joined: Sat Jul 14, 2012 10:21

### [Mod] Unified Bricks [20120716] [unifiedbricks]

by **wowiamdiamonds** » Mon Jul 16, 2012 04:33



What it sounds like. Adds colorization of default brick blocks and default clay blocks, as well as craftable, colorable "multicolor" brick blocks, using Unified Dyes.

License of code: WTFPL

License of textures: WTFPL

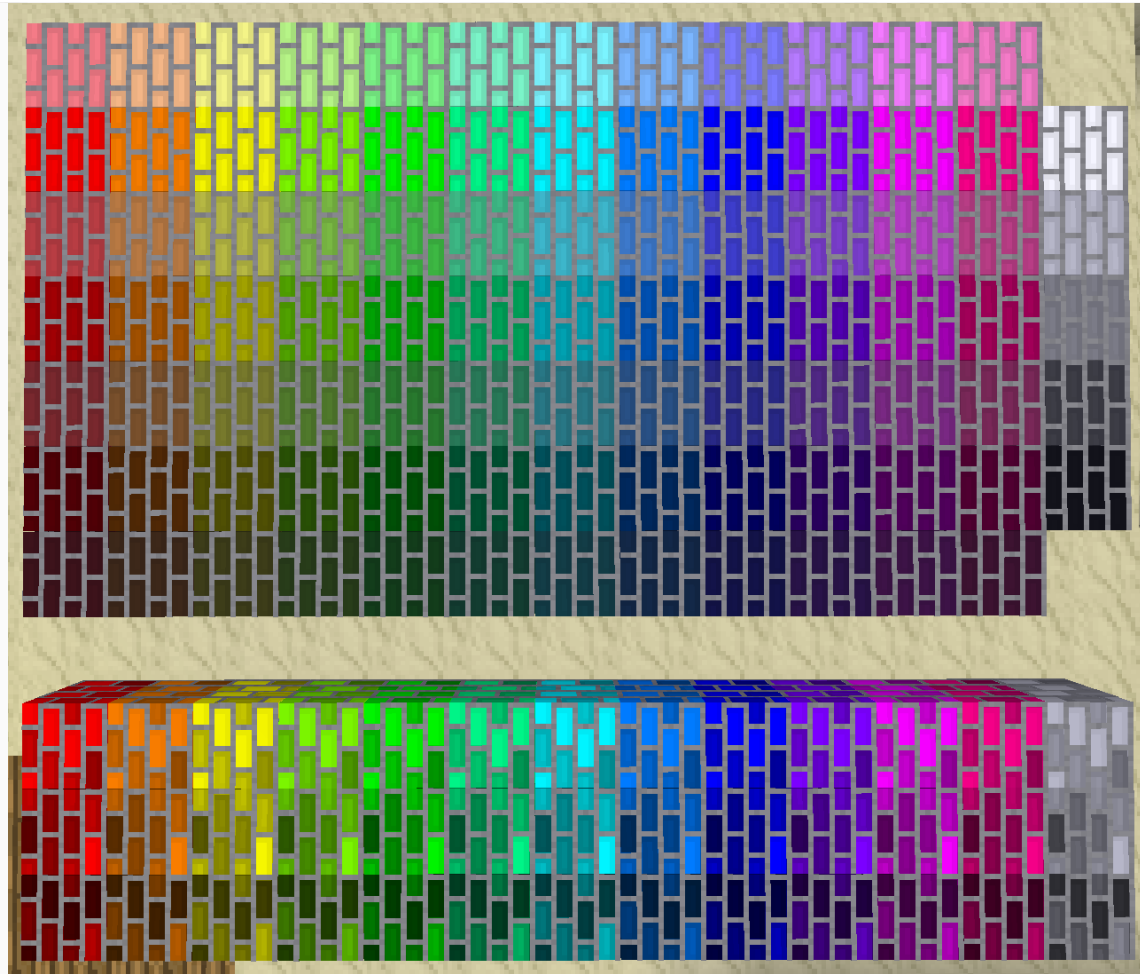
Depends: Minetest 0.4.16 or newer, a corresponding minetest\_game, and [unifieddyes](#)

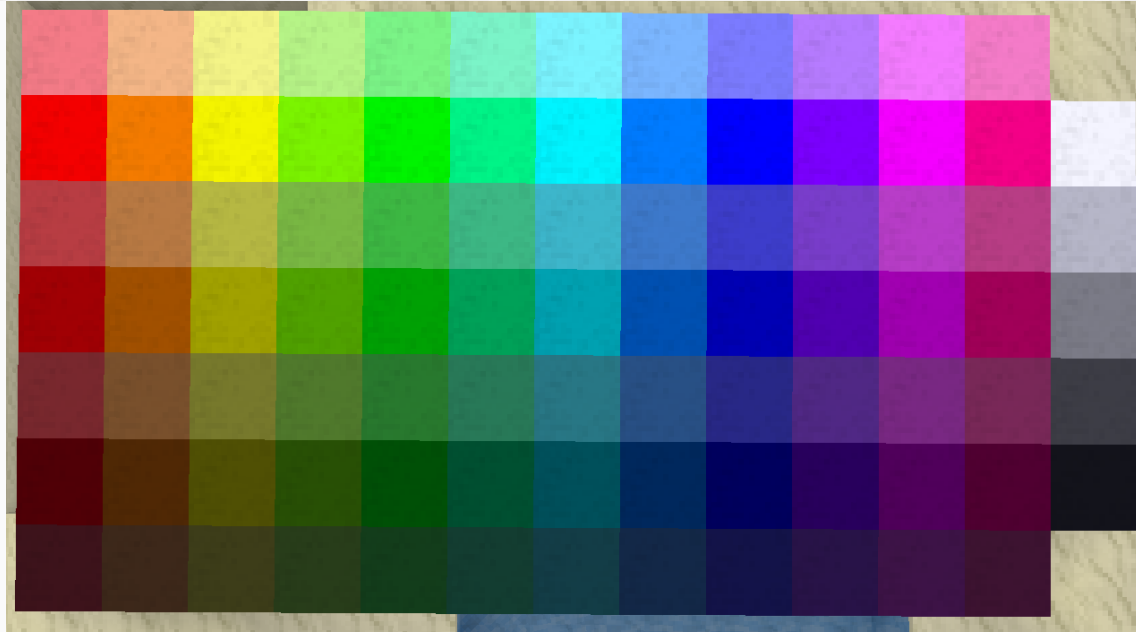
Download: [https://github.com/minetest-mods/unifie ... master.zip](https://github.com/minetest-mods/unifie...master.zip)

... or browse the code: <https://github.com/minetest-mods/unifiedbricks.git>

I strongly recommend either [VanessaE's photorealistic texture pack](#) or [the Misa texture pack for minetest, by Calinou](#), both of which support unifiedbricks with stunning textures.

Screenshots:





#### Coloring:

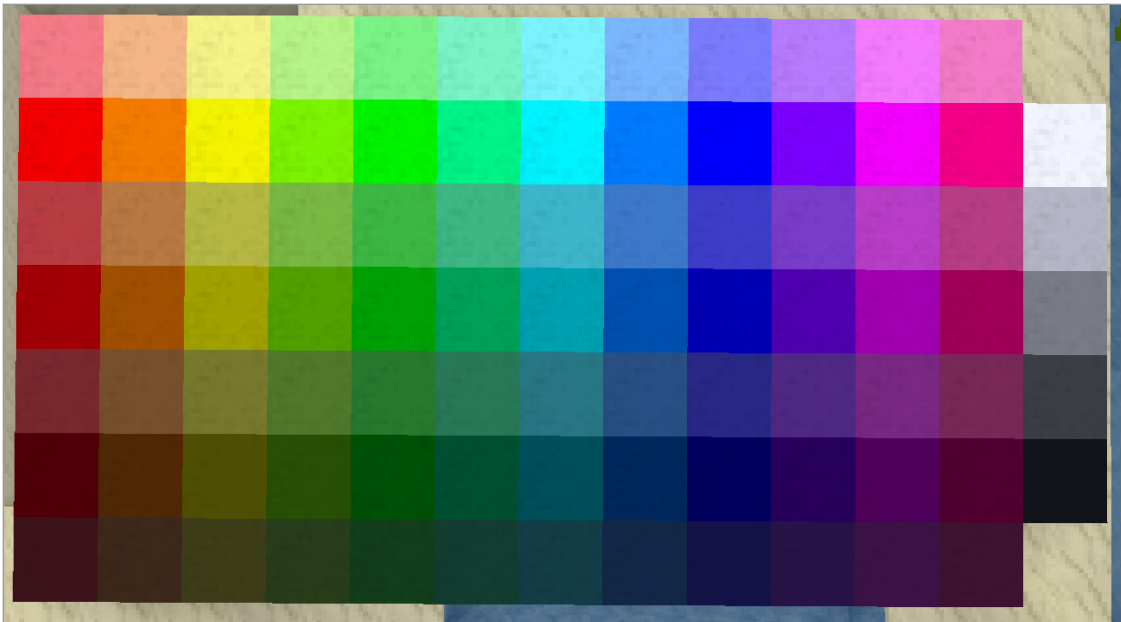
Simply place a standard, default brick block or a standard default block of clay along with one portion of any dye color into the crafting grid, just as you would do with virtually any colored item. Or, or place some bricks/clay blocks, then use the Unified Dyes airbrush on them. For "multicolor" brick blocks seen at the bottom of the first screenshot, first craft a basic white/grey one as below:

Light-shaded - one default brick block + two white + grey dye  
Medium-shaded - one default brick block + white + grey + dark grey dye  
Dark-shaded - one default brick block + grey + two dark dark grey dye

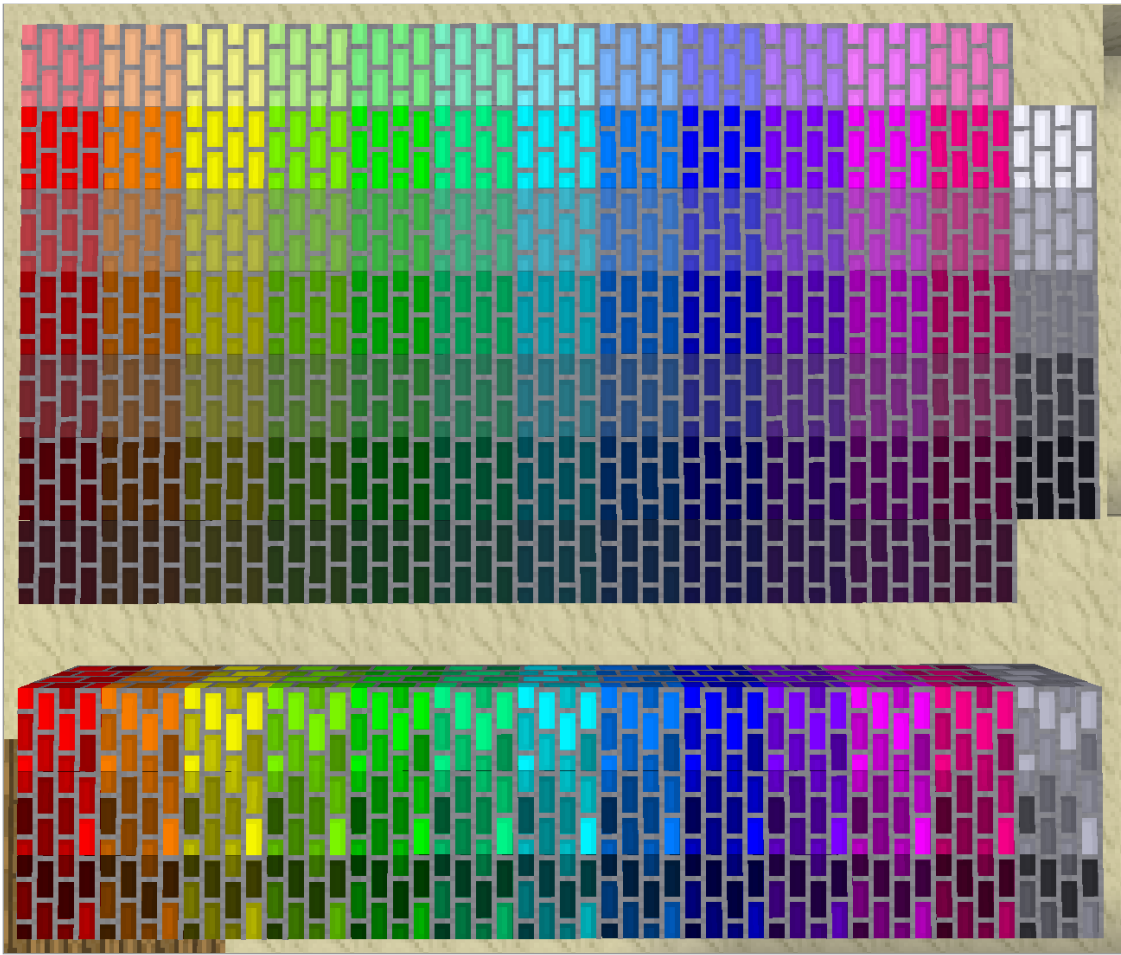
...then you can colorize it by placing it in the crafting grid along with any one new dye color, or use the airbrush.

This mod does not yet support the various shapes created by Moreblocks' circular saw, nor the ones created by the default stairs mod, nor any bricks created by other mods.

#### ATTACHMENTS



unifiedbricks2.png (86.75 KiB) Viewed 2319 times



unifiedbricks.png (97.11 KiB) Viewed 2319 times

Last edited by [wowiamdiamonds](#) on Wed Aug 01, 2012 08:03, edited 1 time in total.

[gems](#) [unifiedbricks](#)

**cornernote**

Member

Posts: **844**

Joined: Wed Jul 11, 2012 15:02

by **cornernote** » Mon Jul 16, 2012 06:09

awesome! ... but this will crash my game because i already have too many items.

we REALLY need to get the item limit sorted out

[my minetest stuff](#)



**VanessaE**  
Moderator

by **VanessaE** » Mon Jul 16, 2012 06:22

Can I be the first to say... .holy shit! :-)