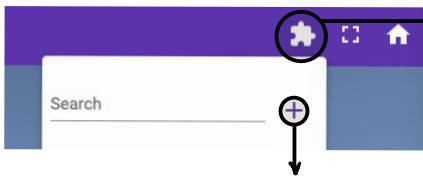


Steps to construct a vox model

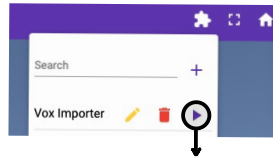
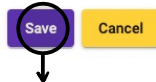


This icon appears when game finishes loading and is in playing state. Press it to view your imported Scripts.

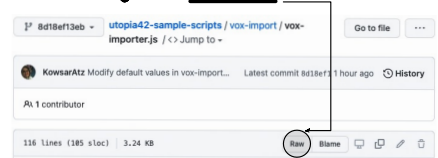
Name *
Vox Importer

Script URL *
<https://raw.githubusercontent.com/Utopia42-club/plugins/309a6ce4e45cd375b5ea63c5928ea107877a129d/vox-import/vox-importer.js>

Description



Copy and paste above URL into the Script URL Field. Note that for any script, if you want to use a github URL, you should copy the raw link.



Vox Importer plugin

Please fill out input parameters

1 Parser Script URL * <https://cdn.jsdelivr.net/gh/Navid-Fkh/u> 2 Voxel File URL * https://cdn.jsdelivr.net/gh/ephtracy/voxel-model/blob/master/vox/character/chr_mom.vox

Starting Position: -2827 32 -1032

Submit Cancel

Zero point of Coordinate for the vox model

- 1 The URL of the vox parser JS library. You can leave this field to its default value.
- 2 The URL to the .vox File. Again here, you cannot use a direct github URL; instead you can paste the link here to get a usable URL: <https://www.jsdelivr.com/github>

GitHub

https://github.com/ephtracy/voxel-model/blob/master/vox/character/chr_mom.vox



https://cdn.jsdelivr.net/gh/ephtracy/voxel-model@master/vox/character/chr_mom.vox



Vox Importer plugin

Please fill out input parameters

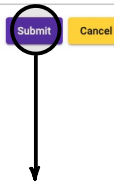
Parser Script URL * Vox File URL * Starting Position
<https://cdn.jsdelivr.net/gh/NavidFkh/u> <https://cdn.jsdelivr.net/gh/ephracy/vo> -2827 32 -1032
Total Voxels Limit *
1000



Vox Importer plugin

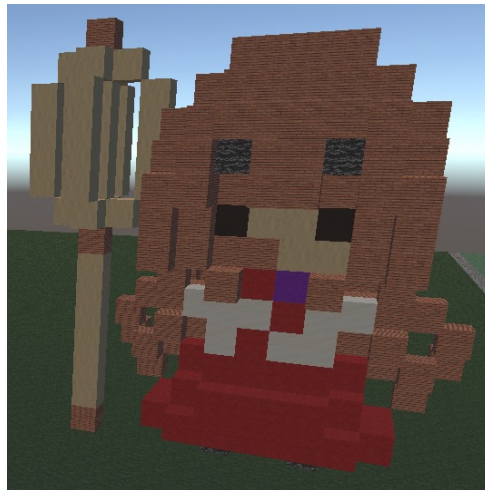
Please fill out input parameters

<input type="color" value="#ff0000"/> red_wool	<input type="color" value="#ffa500"/> bricks	<input type="color" value="#654321"/> bedrock	<input type="color" value="#ffa500"/> bricks
<input type="color" value="#000000"/> black_terracotta	<input type="color" value="#ff0000"/> red_wool	<input type="color" value="#ffffff"/> quartz	<input type="color" value="#ffa500"/> sand
<input type="color" value="#808080"/> stone	<input type="color" value="#800080"/> purpur	<input type="color" value="#ffffff"/> quartz	<input type="color" value="#800080"/> purple_wool
<input type="color" value="#654321"/> bedrock	<input type="color" value="#ffa500"/> bricks	<input type="color" value="#ffa500"/> sand	



Model appearance in minecraft

→ In this dialog, all the colors used in the model are displayed and you should choose the block type replacement for each.



DONE!