Brightmoore

Block Schematic Swapper

posted Jun 1, 2013, 9:37 PM by Adrian Brightmoore   [updated Mar 5, 2019, 11:39 AM]

Version 4 has a contribution from Timur: "Added remove air option to schematic swapper. 3 lines of code, but still may be usefull for somebody."

Version 3 centres the schematic around the marker block, and also removes the requirement to have the schematics placed under a 'filters' directory. Put them wherever you like.

Version 2 adds a feature requested by /u/Anguiish where you can specify a directory of schematics and have them randomly replace the found block.

How you use this new feature:

- Put your schematics of different spawners in a directory under 'filters', check the box on the filter, and type in the name of that directory. When you run the filter on a selection area a random schematic will be swapped in for each block that is found.

The attached file Village.zip has schematics for a village.

BLOCKSCHEMATICSWAPPER MCEdit filter to ran...
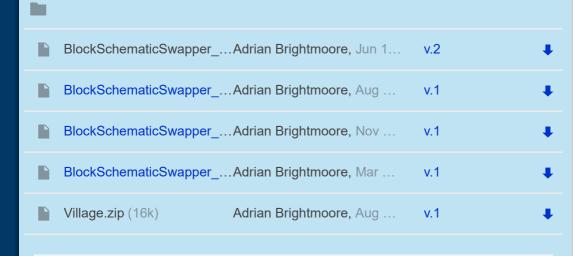

MCEdit filter tutorial - writing Block Schematic Swapper

Writing an MCEdit Filter - Block Schematic...

This filter replaces the nominated block in the selection area with the contents of a schematic file.

Filter suggested by james22402 on the forums
- http://www.minecraftforum.net/topic/213853-mcedit-filter-scripts/page__st__300#entry22666205

📄 BlockSchematicSwapper_…	Adrian Brightmoore, Jun 1…	v.2	⬇
📄 BlockSchematicSwapper_…	Adrian Brightmoore, Aug …	v.1	⬇
📄 BlockSchematicSwapper_…	Adrian Brightmoore, Nov …	v.1	⬇
📄 BlockSchematicSwapper_…	Adrian Brightmoore, Mar …	v.1	⬇
📄 Village.zip (16k)	Adrian Brightmoore, Aug …	v.1	⬇

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