



 [Walls_v1.py](#) (9k)

Adrian Brightmoore, Nov 21, 2013, 11:18 AM

v.1



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WALLS

posted Nov 21, 2013, 11:18 AM by Adrian Brightmoore [[updated Nov 21, 2013, 12:34 PM](#)]

Walls are important, but slightly dull to build. Repetitive and bland.

Here is a quick filter that creates a wall section with a dash of randomness that you can clone around your landscape.

It works with a selection box at least three blocks deep. You decide each of the materials used in the wall.

Walls MCEdit filter for Minecraft



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