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BLOCK LABELS

posted Aug 24, 2015, 11:44 PM by Adrian Brightmoore [updated Aug 24, 2015, 11:54 PM]

Brian Lorgon's idea is to make Armour Stands with custom names to show what the commands in Command Blocks are.

Here is a filter that does that.



Select your command blocks in MCEdit, run the filter. The 'offsets' let you position the Armour Stands that are generated relative to the Command Block. The Armour Stand is an Invisible Marker, so the default is to place it one block above the Command Block.

When you open your world in-game you will see the text floating. Look down on your contraption to document it as a screenshot with F2.



[CBLOCKLABELS_v1.py](#) (... Adrian Brightmoore, Aug ...

v.1



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