

[MCEdit Filters](#) >

TWF_SurfaceFinder

posted Jan 29, 2018, 10:37 PM by Adrian Brightmoore

Finds (or approximates) the surface in the selection area discarding non-surface blocks (retains grass, dirt, water, some others).

Use to mask out a shape you can then use to develop further without trees/structures interfering with the height map.



[TWF_SurfaceFinder.py](#) (2k) Adrian Brightmoore, Jan 2... v.1



Comments

You do not have permission to add comments.

- ▶ [Adrian Brightmoore](#)
- ▶ [Builds](#)
- ▶ [MCEdit 2 Plugins](#)
- ▶ [MCEdit Filters](#)
- ▶ [Minecraft Mods](#)
- ▶ [What's Happening Now?](#)
- [Sitemap](#)
- [Recent site activity](#)