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Distort

posted Jun 3, 2014, 12:25 AM by Adrian Brightmoore [updated Jun 19, 2014, 5:47 PM]

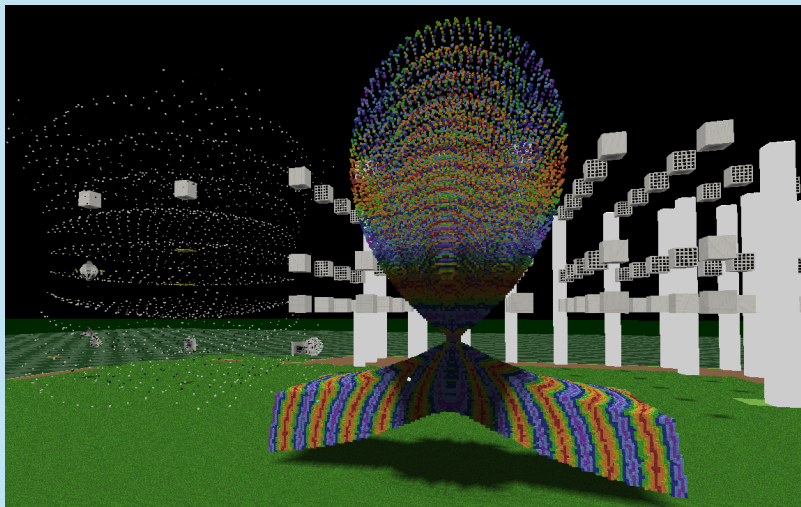
A filter (WIP) that distorts blocks in space in a gravitational way. Configurable material and force strength.

Also added a 'Decay' feature that allows the map maker to cause blotches of corruption on the landscape.

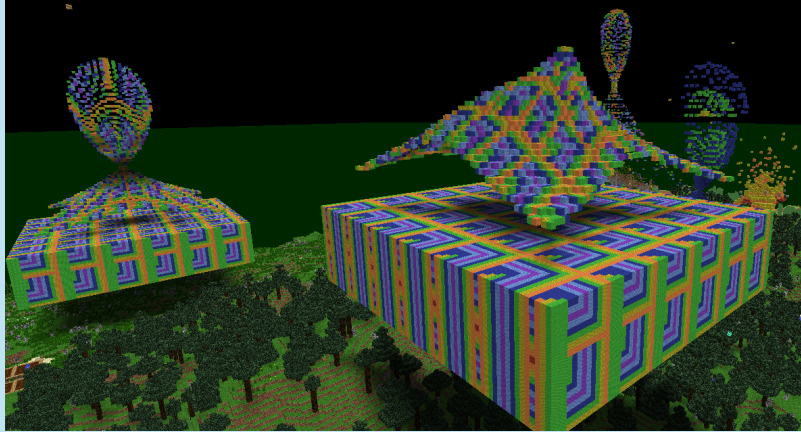
Version 8 adds the ability to 'repel' and 'attract' in the same filter run using the 'Move' option. This is achieved by selecting different block types for each force type.

Have a play...

Idea from @Texelelf and /u/ **APOLLYPHELION**



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 Distort_v7.py (13k)	Adrian Brightmoore, Jun 16, 2014, 8:48 PM	v.1	↓
 Distort_v8.py (14k)	Adrian Brightmoore, Jun 19, 2014, 5:38 PM	v.1	↓
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Distort - MCEdit filter

