

[MCEdit Filters](#) >

WorldDataDemo

posted Jan 1, 2018, 4:51 PM by Adrian Brightmoore [updated Jan 1, 2018, 4:55 PM]

Outputs some attributes of the current world to MCEdit's output log. Request from Tree on CTMC

Sample output:

<code>print Level.GameType</code>	<code>1</code>
<code>print</code>	<code>default</code>
<code>Level.GeneratorName</code>	<code>256</code>
<code>print Level.Height</code>	<code>1514784951885</code>
<code>print Level.LastPlayed</code>	<code>0</code>
<code>print Level.Length</code>	<code>Park Test</code>
<code>print Level.LevelName</code>	<code>5492880147445483520</code>
<code>print Level.RandomSeed</code>	<code>0</code>
<code>print Level.SizeOnDisk</code>	<code>1</code>
<code>print Level.Time</code>	<code>0</code>
<code>print Level.Width</code>	<code>_Vector(x=256, y=256,</code>
<code>print Level.size</code>	<code>z=256)</code>

- ▶ **Adrian Brightmoore**
- ▶ **Builds**
- ▶ **MCEdit 2 Plugins**
- ▼ **MCEdit Filters**
 - @TheDestruc7i0n filter for laying out Redstone
 - ABODE
 - ABrush
 - AHOUSE
 - ALBERT HELPER
 - ALCHEMY
 - ALLFORMMOONS... mashup by Timur and Nicolas_kul
 - Amazed
 - AMERGER
 - ARCHER
 - ARMADA
 - ARMOURCOMMA...
 - ARMOURSTANDS
 - ART DECO
 - ARCHITECTURE
 - ATree
 - AusOlate (Isolate)
 - AXMasTree
 - BEAM-ME-UP
 - BESPIN
 - Blanket of Snow
 - BLOCK COMMAND
 - BLOCK FINDER
 - BLOCK FLIPPER
 - BLOCK LABELS
 - Block Randomiser Thing
 - Block Schematic Swapper
 - Block Schematic Swapper
 - BLOCKCONDITION...
 - BlocksFromText
 - BLOW CHUNKS
 - Cantor City
 - Carver
 - Castletect
 - CBLOCK DIAMOND LAYOUT
 - CHESTER
 - CLEAR
 - SUSPENDED
 - BLOCKS
 - CLONE BLOCK TYPE
 - CLOUDS
 - CommandBlock Layout

[WorldDataDemo.py](#) (0k)

Adrian Brightmoore, Jan 1...

v.1



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CONVERT TO
BLOCK

Conway's 'Life' in
Minecraft via
MCEdit, Raspberry
Juice API, and
Bukkit

Council Filter - Make
roads and tunnels
on your Minecraft
maps

Crater

CRYSTALS

Cubes

Custom Name to
Coordinates

Digital Terrain Model
Importer

Distort

Dragnoz ToD
Importer Prototype

DRAPE - now with
added Endermess

DROP THE BASE

Dropper

DUMPCHUNK

Dungeon Schematic
Randomizer

Dungeon Schematic
Randomizer
(Master)

Dungeon Schematic
Randomizer
Updated to v4

ENCLAVE

Ent

ENTITYZOO

EXETER

EXPAND

Expand256

EXTRABLOCKS

FARMLAND

FILLLTER

Fountain

FRACTAL

FRAMINATION

GEOMANCER

GFX

GLUETRAPDOO...

HEADS

HEIGHTMAP

HEMISPHERE

HOLLOW with
COAT option

JIGGLE

KillerCreeper55's
Spheres

LANDSCAPE

LATTICE

LIFESCULPTURE

LINES

Lines

LINK CHECKER

LORENZ
MANDALA
Manipulating Mobs
Map Marker
MCEDITRPI
Medieval City
MINETEXT - MCEdit
filter to write words
into the world
Moesh It
NOISE
NOODLOR filter
NOTEBLOCKSTO...
ORBITS
ORENERARY
PALLADIO
Particle Collider
PERMALEAVES
PNG to Blocks - a
quick hack of
Sethbling's Player
Statue filter
PNG to CUBE
PNGTicles
Polar Sphere v1
PORRIDGE
QUADRATIC
SURFACES
REPLACE BLOCK
ADJACENT
Rotate Schematics
in Folder
ROTATESLICE
ROTATOR
ROTATRACKER
SchematicBlockS...
SCRAMBLE
SELECTOR
SETTLEVOLVER
SHATTER
SHEATH
SKINNY
SLABSTEPSMOO...
SMOOTHLY
Snowflake
SPHERIFY
SPIRALTHINGY
Spirolaterals
SPRINKLE
Star Wars Death
Star
SURFACE_F(X,Z)
SUSPENSION
BRIDGES
SWIRLY
TARTAN
TexeIeI's MCEdit
Filters for Minecraft
TEXTA
That's No Moon!
The Fabulous Filter

The Raspberry Druid
TRANSLATABLE
Trees And Things
TRIMMING
TWF_SurfaceFinder
UNDERWORLD
Villager Heads
VORONOI
VOXtoSchematic
WALLS
WARD
WORLD FOUNDRY

WorldDataDemo

~Sparks NBT
Clipper

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