Brightmoore
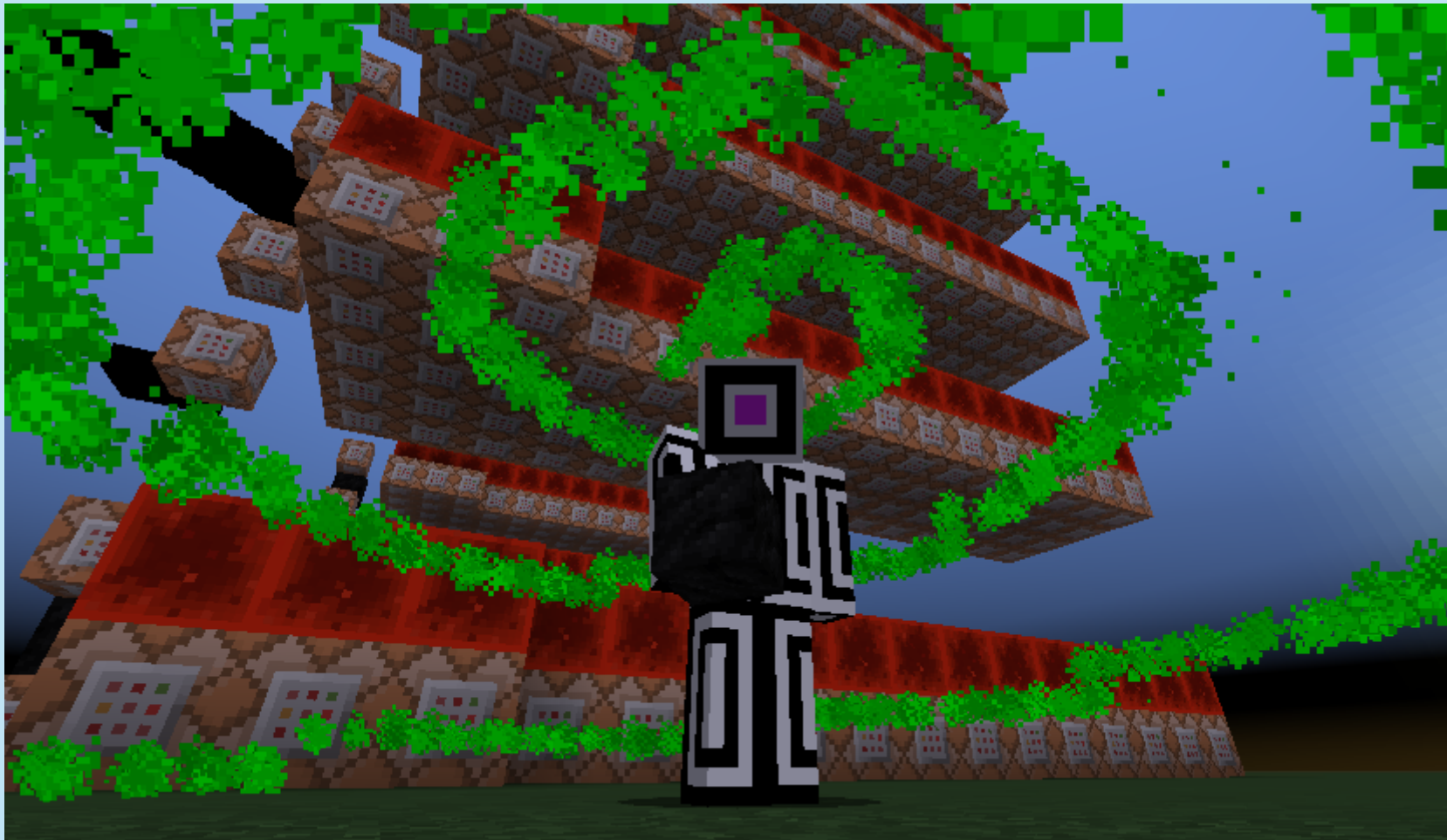
PNGTicles

posted Sep 15, 2014, 11:21 PM by Adrian Brightmoore   [updated Feb 21, 2015, 5:50 AM]

v6 with Entity relative generation courtesy of @CitrioN !

Particle pattern effects via Command Blocks in Minecraft generated with an MCEdit filter

📄 PNGTicles_v1.py (6k)	Adrian Brightmoore, Sep 15, 2014, 11:22 PM	v.1	⬇
📄 PNGTicles_v2.py (6k)	Adrian Brightmoore, Sep 16, 2014, 10:52 PM	v.1	⬇
📄 PNGTicles_v3.py (8k)	Adrian Brightmoore, Nov 16, 2014, 11:55 AM	v.1	⬇
📄 PNGTicles_v4.py (10k)	Adrian Brightmoore, Nov 18, 2014, 5:18 PM	v.1	⬇
📄 PNGTicles_v5.py (12k)	Adrian Brightmoore, Nov 22, 2014, 12:10 AM	v.1	⬇
📄 PNGTicles_v6.py (13k)	Adrian Brightmoore, Nov 29, 2014, 2:50 PM	v.2	⬇
📄 PNGTicles_v7.py (14k)	Adrian Brightmoore, Dec 8, 2014, 11:10 PM	v.1	⬇
📄 RAINBLOCK_v1.schematic (6k)	Adrian Brightmoore, Nov 22, 2014, 12:09 AM	v.1	⬇

Comments

You do not have permission to add comments.

Encircling Particles around a Minecraft Player

▶

Use of the 'RELATIVE' checkbox on the filter is a bit odd. I'll explain

If you are placing the command block generator at x=100, y=2, z=50 and you want the particles to be generate 10 blocks SOUTH of the commands, you check "Relative" checkbox and enter the cords x=100, y=2, z=40. All the command blocks generate with offset cords that land the particles offset from ~ ~ ~-10 (with calculated offsets from each command block).

Death Star LASER - Fully Operational Battle Statio...

▶

Notes: Pictures render upside down currently. Flip if required. Also, rendering is along the 'x' axis. Later I will add a configure option including diagonals.

1.8 - More Particle clouds in Minecraft from PNG ...

1.8 - Particle clouds in Minecraft from PNG pictur...

📄 MobMarker_v1.schematic (1k)	Adrian Brightmoore, Dec 31, 2014, 3:37 PM	v.1	⬇
📄 PNGTicles_Test.zip (14976k)	Adrian Brightmoore, Sep 16, 2014, 11:29 PM	v.1	⬇