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AHOUSE

posted May 29, 2016, 8:40 PM by Adrian Brightmoore [updated Jan 14, 2017, 7:30 AM]

Read about this on minecraft.net/en-us/article/coding-ye-olde-london

Generates a seed-based random medieval house in the selection box. Pack them together by overlapping the selection box.

Some details are here: <http://imgur.com/a/6vgth>

v5 caches already rendered houses and saves a copy of each in the mcedit binary directory. Also includes some processing and layout tools. Contact me for details.

▶ **Adrian Brightmoore**

▶ **Builds**

▶ **MCEdit 2 Plugins**

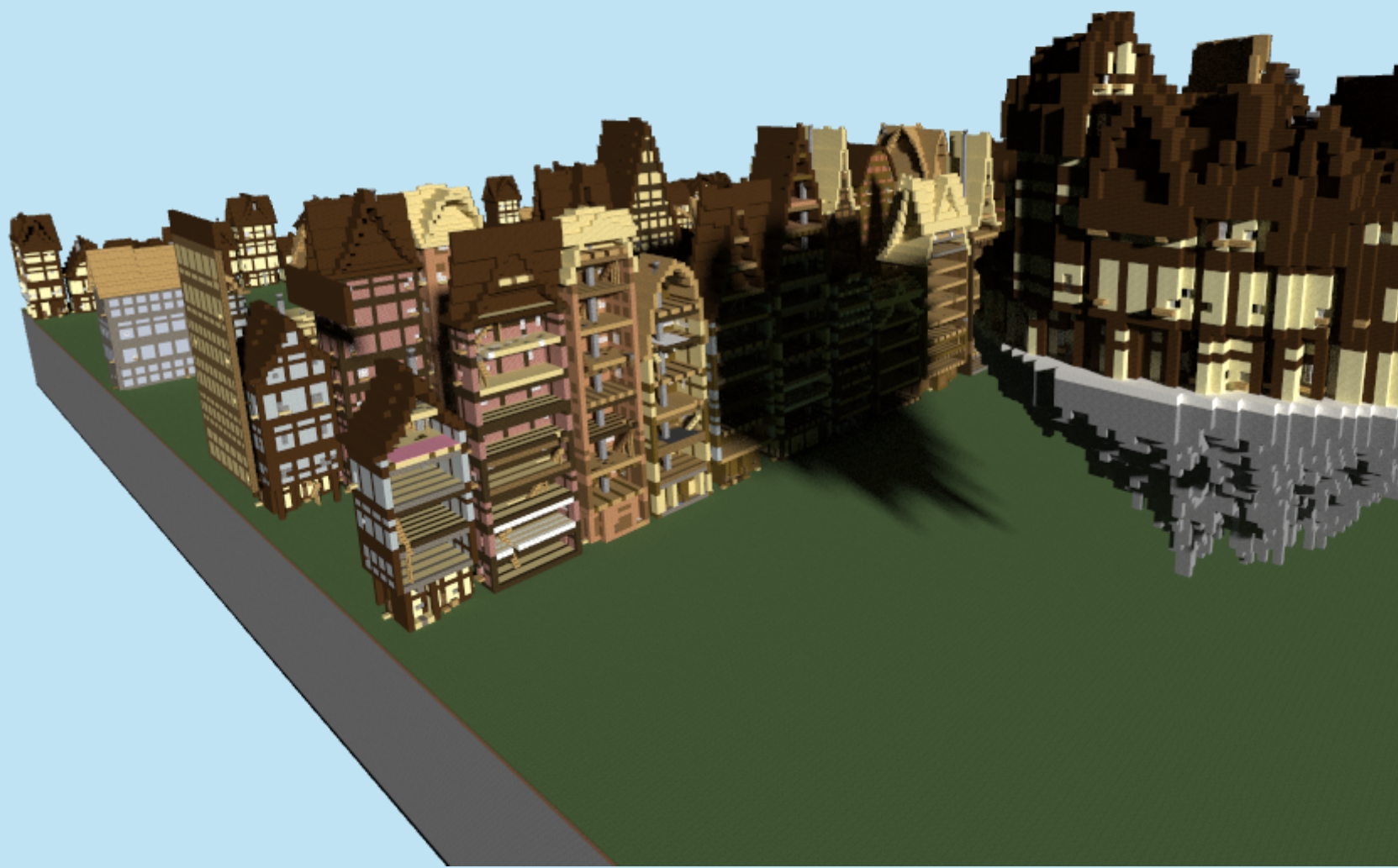
▶ **MCEdit Filters**

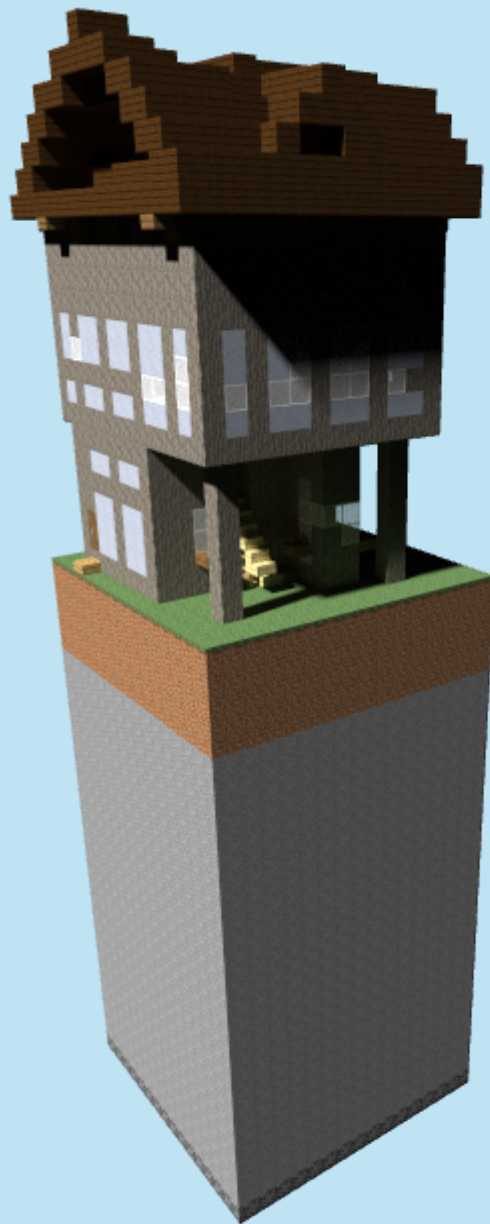
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 AHouse_v3.py (41k)	Adrian Brightmoore, May 29, 2016, 8:54 PM	v.2	↓
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 AHouse_v5.py (62k)	Adrian Brightmoore, Jun 5, 2016, 8:25 PM	v.3	↓
 GreatFire_2016-05-29--21-01-40.schematic (31k)	Adrian Brightmoore, May 29, 2016, 9:02 PM	v.1	↓
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