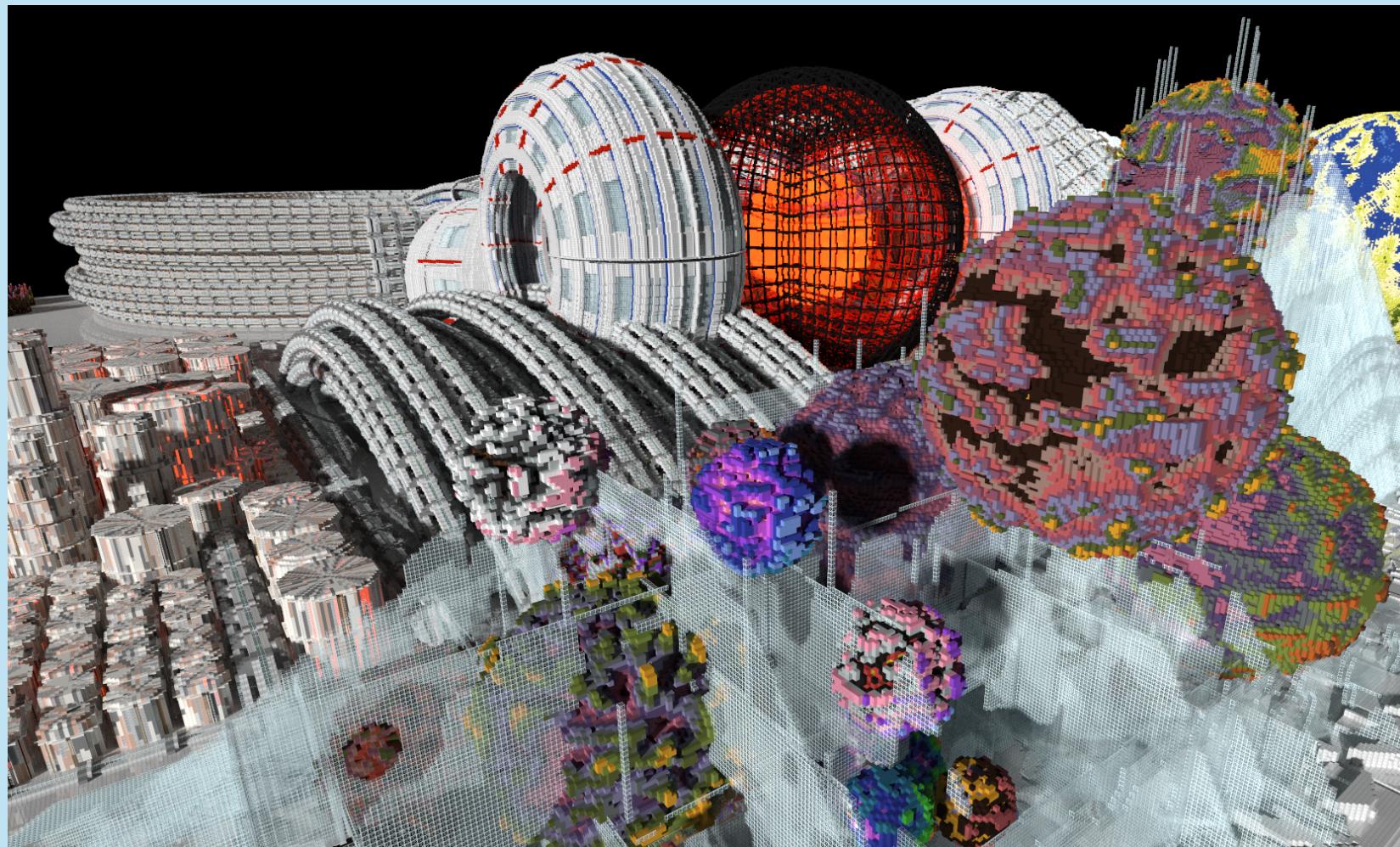




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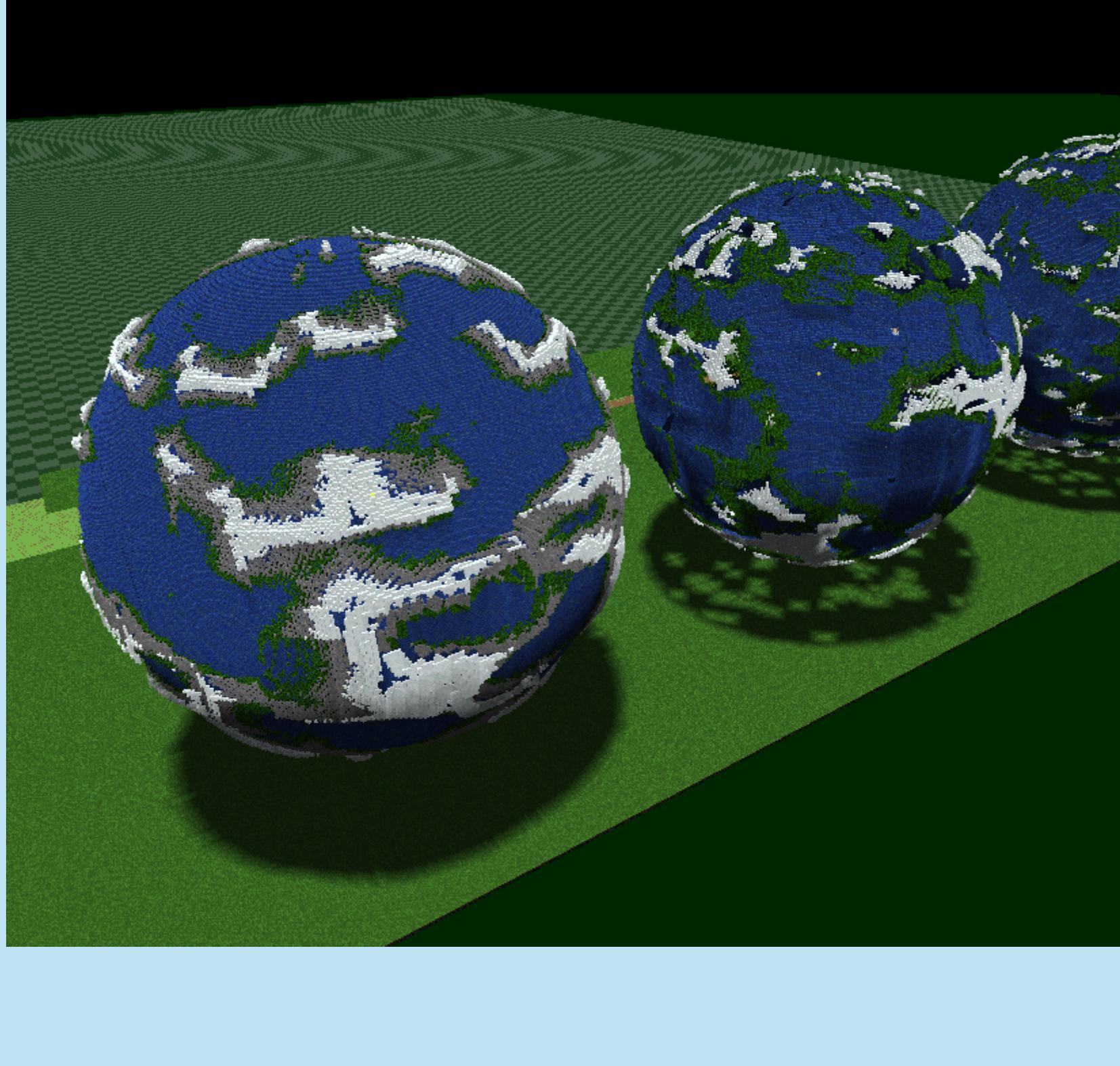
WORLD FOUNDRY

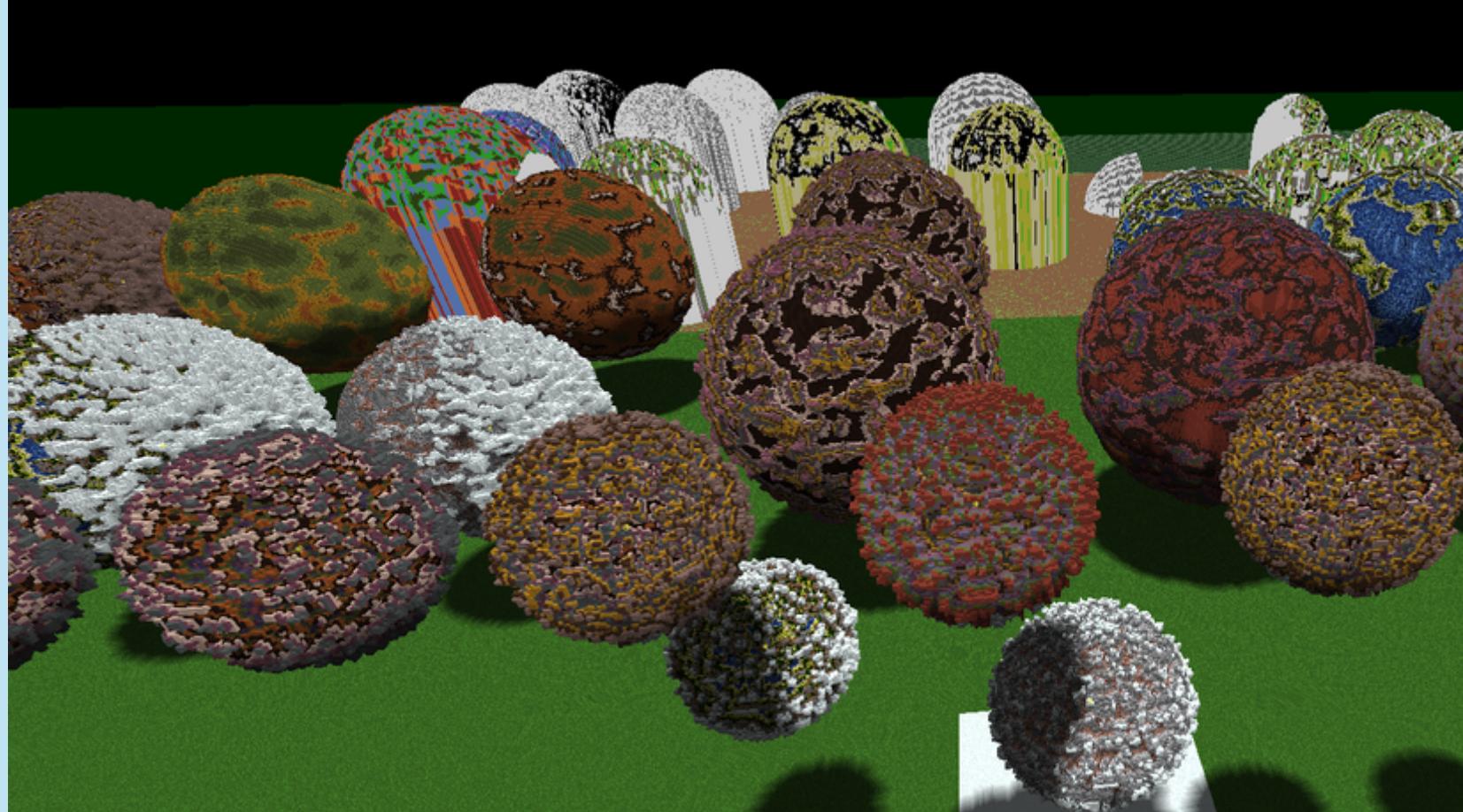
posted Jan 24, 2016, 10:12 PM by Adrian Brightmoore [updated Jul 10, 2016, 9:16 PM]

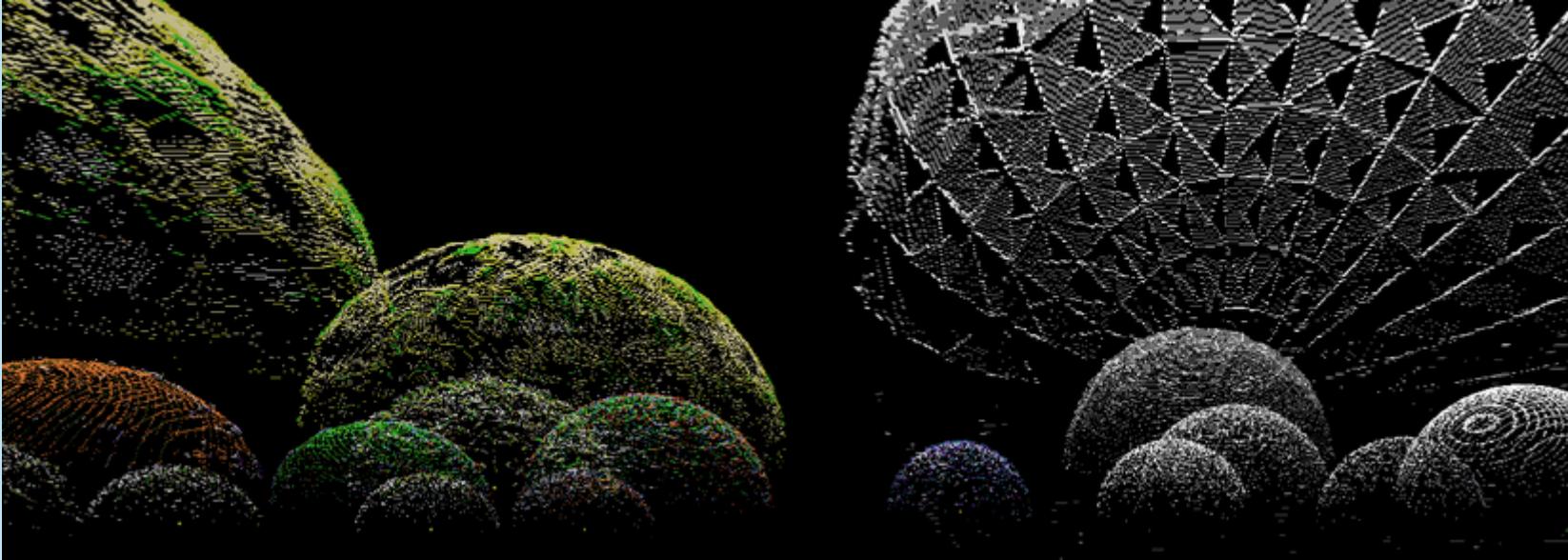


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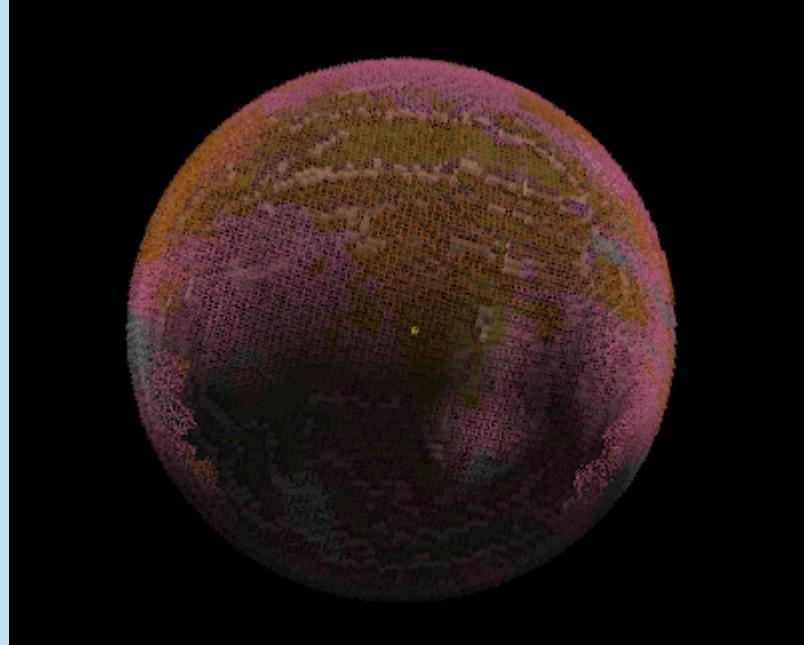


A Filter for generating world-like objects in MCEdit.

Development log (Twitter): <https://twitter.com/abrightmoore/status/691189796190998528>

WORLDFOUNDRYFilter





 Planet_Clouds.schematic (196k)	Adrian Brightmoore, Feb 2, 2016, 6:40 AM	v.1	
 WorldFoundry_v2.py (16k)	Adrian Brightmoore, Jan 24, 2016, 10:12 PM	v.1	
 WorldFoundry_v3.py (17k)	Adrian Brightmoore, Jan 25, 2016, 5:54 PM	v.1	
 WorldFoundry_v4.py (22k)	Adrian Brightmoore, Jan 28, 2016, 6:39 PM	v.1	

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