Brightmoore
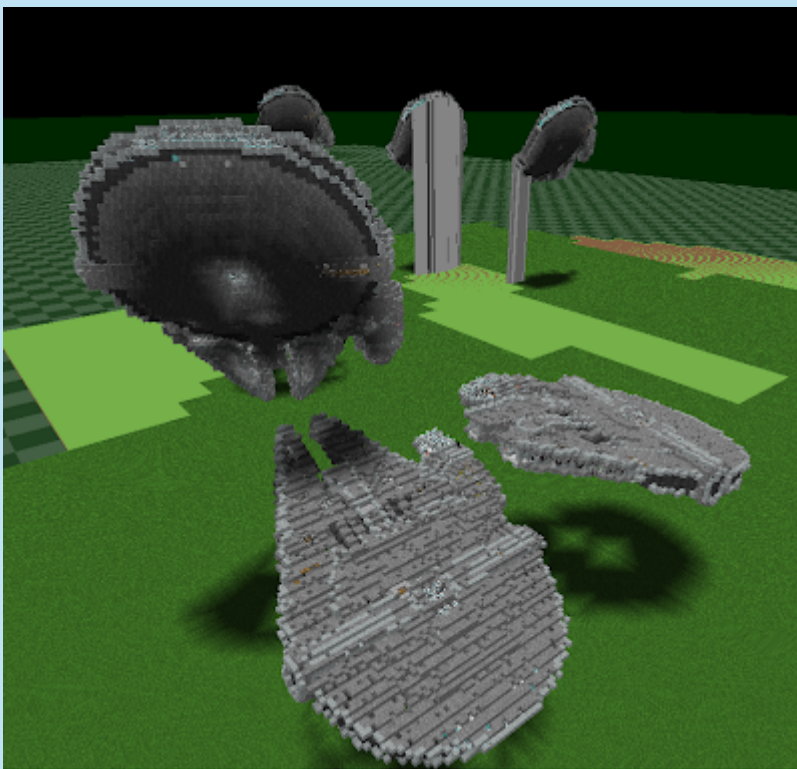
ROTATOR

posted Nov 6, 2015, 5:32 PM by Adrian Brightmoore   [updated Nov 8, 2015, 10:49 PM]

Free rotation in MCEdit Unified - careful though, it draws outside the selection box and does not preserve block NBT.

Note there are two rotations - first tilt around the Z axis, then spin around the Y axis. Your object should be 'facing' in the +X direction for the best result.

📁

📄 [Rotator_v1.py](#) (8k)	Adrian Brightmoore, Nov …	v.1	⬇

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