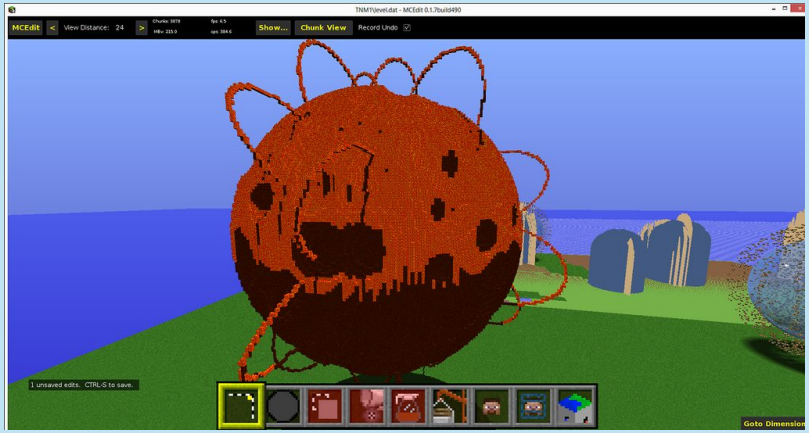


USAGE

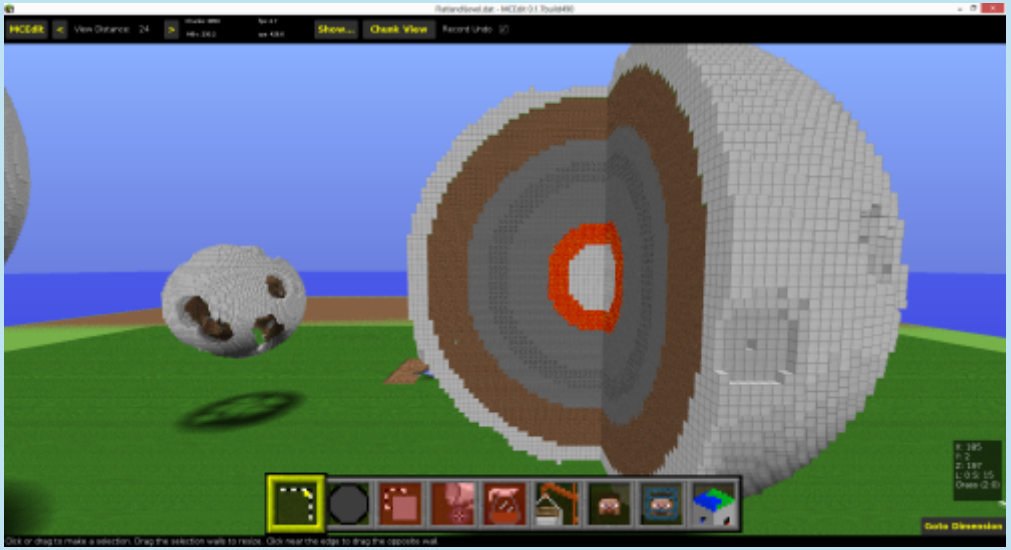
Set "chance of ring material" to 0 to prevent a ring of debris being generated.

The Layers checkbox, if enabled, will create concentric layers of material in the planetoid with each layer a block of the type in the list (outward is left, inward is right)

Crescent checkbox, if checked, carves a random half of the world away, leaving a crescent of material

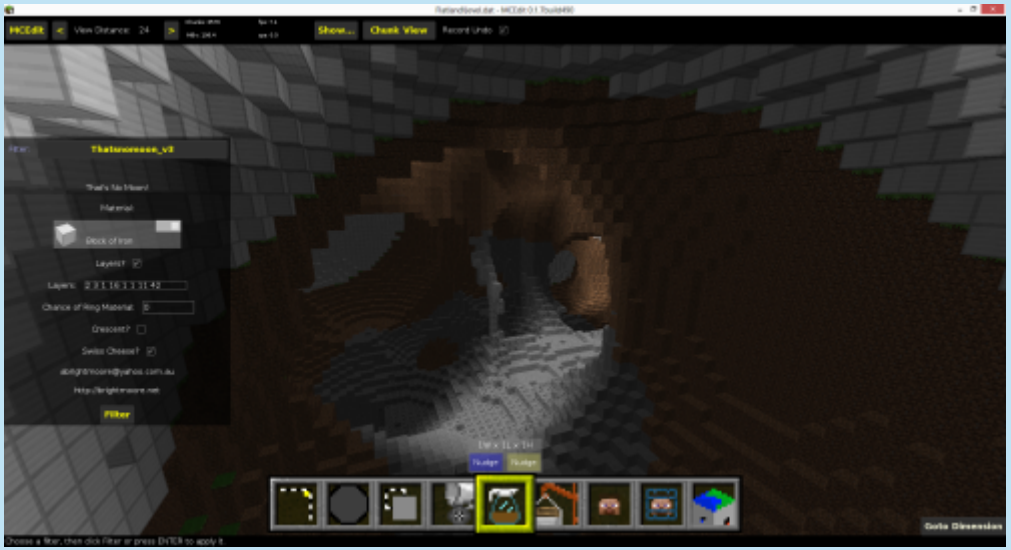
Swiss cheese craters out the interior of the world, instead of the surface, making it full of caves.

Layer function, 100% chance:



Swiss Cheese option:

MCEdit
View Distance: 24
Show...
Chunk View
Record Undo
2 unsaved edits. CTRL-S to save.
Goto Dimension


MCEdit
View Distance: 24
Show...
Chunk View
Record Undo
Filter
Goto Dimension

MCEdit Filters >

That's No Moon!

posted Jul 31, 2013, 9:43 PM by Adrian Brightmoore [updated Apr 22, 2016, 1:55 AM]

v6 allows you to draw only the ring and not the planet if you choose to disable the 'Planet' checkbox.

- Adrian Brightmoore
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MCEdit Filters usage - THATSNOMOON, LINES, S...

The Sun in Minecraft

Version 4:

That's No Moon! - MCEdit Filter for Minecraft

That's No Moon! MCEdit filter with SwissCheese ...

ThatsNoMoon_v1.py (5k)	Adrian Brightmoore, Jul 31, 2013, 9:43 PM	v.1
ThatsNoMoon_v2.py (7k)	Adrian Brightmoore, Aug 1, 2013, 10:51 PM	v.1
ThatsNoMoon_v3.py (7k)	Adrian Brightmoore, Aug 2, 2013, 9:48 PM	v.1
ThatsNoMoon_v4.py (8k)	Adrian Brightmoore, Aug 18, 2013, 8:20 AM	v.1
ThatsNoMoon_v5.py (10k)	Adrian Brightmoore, Aug 18, 2013, 7:49 PM	v.1
ThatsNoMoon_v6.py (10k)	Adrian Brightmoore, Apr 22, 2016, 1:55 AM	v.1
Worlds1.zip (2270k)	Adrian Brightmoore, Nov 9, 2013, 7:48 PM	v.1

Comments

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