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CRYSTALS

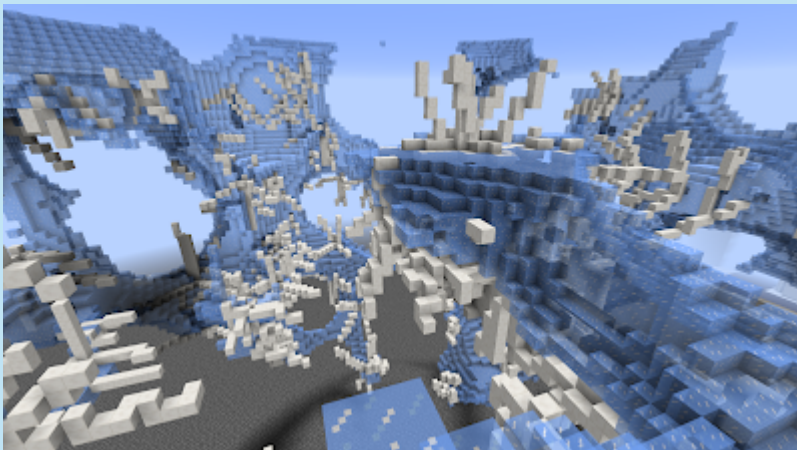
posted Jul 10, 2015, 2:53 PM by Adrian Brightmoore [updated Jul 10, 2015, 3:57 PM]

This MCEdit filter can be used to grow Crystals in a cavern or tunnel.

1. Position the selection box around the void area, with walls inside the box around the edges.
2. Select the type of crystal material and any colour variants you like (checkboxes)
3. When you run this filter, the code will cast random rays from the centre of the box to the edges. Any walls it hits become the base of a crystal. There are a few styles of different crystal clumps
4. Optionally you can run this filter using the 'Cast Rays' option set to True (checked). This causes the filter to show you where the rays are being thrown so you can undo, then reposition the box if needed.

Enjoy!

Crystals



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