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ORBITS

posted Feb 11, 2015, 10:43 PM by Adrian Brightmoore [[updated Feb 24, 2015, 9:45 PM](#)]

This filter Creates command blocks that cause one entity to orbit another.

Tilted Orbits



v3 adds support for the orbiting entity to rotate while it orbits.

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ORBITS



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 ORBITS_v1.py (6k)	Adrian Brightmoore, Feb 12, 2015, 6:52 AM	v.2	↓
 ORBITS_v3.py (7k)	Adrian Brightmoore, Feb 12, 2015, 11:03 PM	v.1	↓
 ORBITS_v4.py (7k)	Adrian Brightmoore, Feb 12, 2015, 11:37 PM	v.1	↓
 ORBITS_v5.py (8k)	Adrian Brightmoore, Feb 24, 2015, 8:51 PM	v.1	↓

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