

[MCEdit Filters](#) >

BLOCK FLIPPER

posted Aug 29, 2013, 9:21 PM by Adrian Brightmoore [updated Jul 27, 2017, 10:18 PM]

/u/riddle asked for a filter to do a bulk replace of different block types at once without having to run Replace over and over again. (Requested at <http://redd.it/1lbew6>, [and the final product here](#)).

This is that filter.

v4 allows you to select block types (including data variants) for 'from' and 'to' blocks.

Instructions for v3 and below:

1. The 'Map From List' is an ordered list of block ID's to find.
2. The 'Map To List' is the ordered list of block ID's to replace with.
3. I don't support block data in this version.

Progress is printed out to the MCEdit console

Please note that the implementation uses a function that appears not to work in the Nether or other dimensions. You can edit your region by copying it out of DIM-1 (for instance) into the region directory to edit it.

[BlockFlipper_v1.py](#) (2k)

Adrian Brightmoore, Aug ...

v.1

[BlockFlipper_v3.py](#) (2k)

Adrian Brightmoore, Aug ...

v.2

[BlockFlipper_v4.py](#) (3k)

Adrian Brightmoore, Jul 2...

v.1



Comments

You do not have permission to add comments.

[▶ Adrian Brightmoore](#)[▶ Builds](#)[▶ MCEdit 2 Plugins](#)[▶ MCEdit Filters](#)[▶ Minecraft Mods](#)[▶ What's Happening Now?](#)[Sitemap](#)[Recent site activity](#)

