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## Manipulating Mobs

posted Dec 27, 2013, 9:40 PM by Adrian Brightmoore [ updated Dec 27, 2013, 9:43 PM ]

I was enthused to participate in a short map making exercise over Christmas 2013. As a result I wanted to pick up some new skills: Command Blocks and Mob properties.

Here are a couple of MCEdit filters that automate creating different mixes of mobs and mob properties.

SkeleTest creates Command Blocks along the X-axis of your selection box which generate a skeleton wearing an item ID on their head. The item ID number is the x-coordinate of the block in space, so run this from the Origin in a positive X direction.

MobRidingTest creates all different types of mobs riding other mobs.

These are provided as-is with limited support (i.e. happy to chat about usage) via my Twitter: [@abrightmoore](#)

Enjoy! Let me know what you come up with.



### Mob Genetic Splicing Experiment



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# Mobs Riding Mobs - Minecraft mob experiments



	<a href="#">MobRidingTest v1.py</a> (4k)	Adrian Brightmoore, Dec ...	v.1	
	<a href="#">SkeleTest_v1.py</a> (4k)	Adrian Brightmoore, Dec ...	v.1	

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