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ORENERARY

posted Aug 3, 2016, 12:35 AM by Adrian Brightmoore [updated Mar 18, 2017, 3:06 PM]

An ore populator. Made for the Trollcraft map commissioned by @CaptainSparklez and friends from @BlockworksYT: <https://twitter.com/BlockWorksYT/status/773232506472636416>

This takes no options as the data set is within the filter. Select the map and run it. There's a report on which chunk it is working on.

Each ore type is described by a row like this:

("air infused stone",1498,1,0.000206744843783596,1,255,3)

It is:

(name,blockID,blockData,frequency,minY,maxY,radius)

The 'radius' is a little loosely defined. Most ore seams with a radius > 1 will be smeared out in space.

The radius > 1 will upset the ratios overall because more blocks will be in each ore deposit. I trust that isn't a huge problem.

If it is, we can correct on the frequency.



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 Orenerary_v2.py (8k)	Adrian Brightmoore, Aug 5, 2016, 6:59 AM	v.1	↓
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