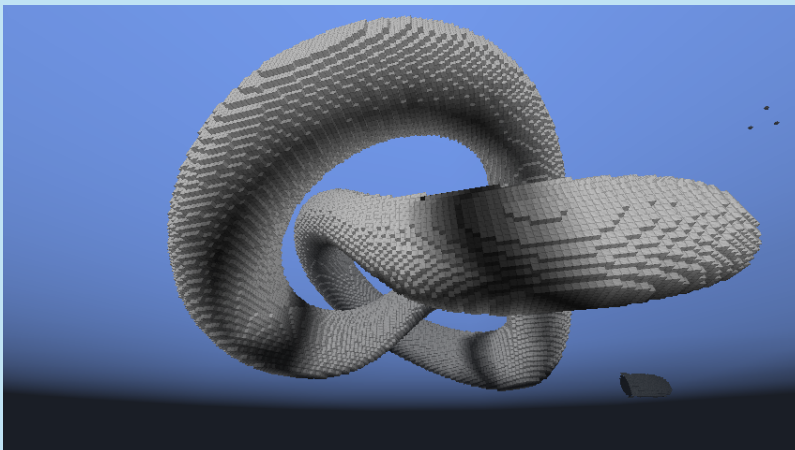
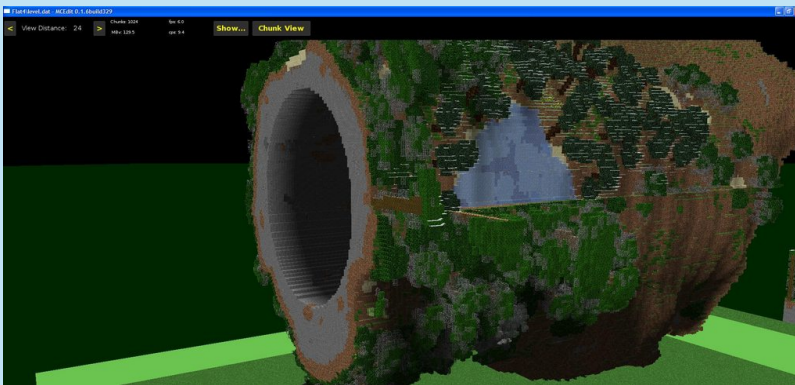
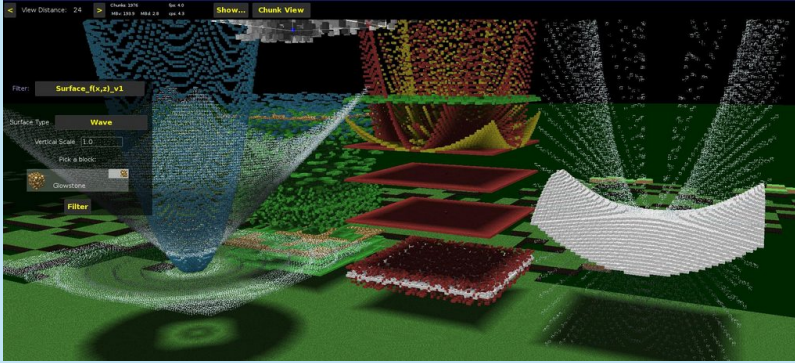


[MCEdit Filters](#) >

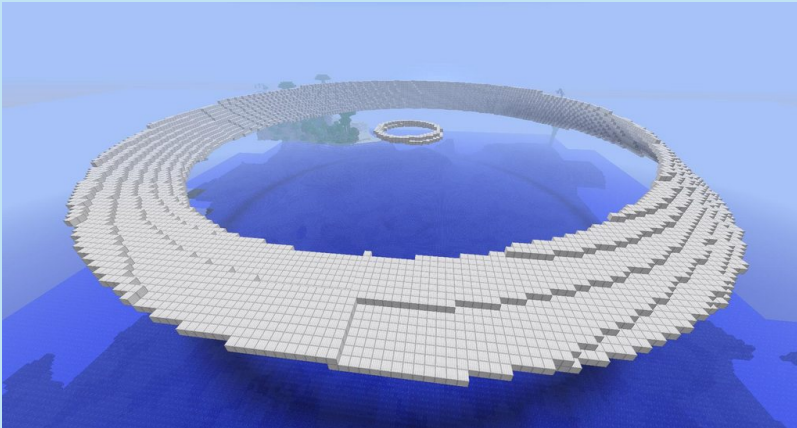
## SURFACE\_F(X,Z)

posted Feb 12, 2014, 12:15 AM by Adrian Brightmoore [ updated Jan 22, 2015, 12:59 PM ]

This filter has a bunch of functions for visualising equations in Minecraft. Discussion on Reddit: <http://redd.it/139d5s> and <http://redd.it/138h7h>



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	Knot 16-way-256x128.sch... Adrian Brightmoore, Jan 2...	v.1	
	Knot 16-way-256x256.sch... Adrian Brightmoore, Jan 2...	v.1	
	Knot 16-way-256x60.sche... Adrian Brightmoore, Jan 2...	v.1	
	Knot 16-way.schematic (8... Adrian Brightmoore, Jan 1...	v.1	
	Knot 50-way.schematic (2... Adrian Brightmoore, Jan 1...	v.1	
	Knot_Order3_v1_Iron.sch... Adrian Brightmoore, Jan 1...	v.1	
	Knot_Order5_v1_Iron.sch... Adrian Brightmoore, Jan 1...	v.1	
	<a href="#">Surface_f(x,z)_v26.py</a> (30k) Adrian Brightmoore, Feb ...	v.1	

	<a href="#">Surface_f(x,z)_v27.py</a> (31k)	Adrian Brightmoore, Jan 1...	v.1	
	<a href="#">Surface_f(x,z)_v28.py</a> (32k)	Adrian Brightmoore, Jan 2...	v.1	
	<a href="#">Surface_f(x,z)_v29.py</a> (32k)	Adrian Brightmoore, Jan 2...	v.1	

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