MCEDITRPI

posted Apr 6, 2013, 3:09 PM by Adrian Brightmoore   **[updated Apr 7, 2013, 4:07 PM]**

This Filter is for "interactive" editing of Raspberry Pi worlds from within MCEdit. This gives you access to all the schematics and builds currently available in the Minecraft community. Neat-o.

To install -
1. Copy this filter into the MCEdit filters directory. The download is at the bottom of this page.
2. Copy the **mcpi/api/python/mcpi** directory over to a **filters\minecraft** directory, which you must create.
3. Run the filter and select the hostname of your Raspberry Pi where a Minecraft Pi game is in progress.

For usage notes, see below.

NOTE - still some work to do to correctly position the extract around the player position. Currently centred on the origin 0,0,0. Use the 'X, Y, Z' filter parameters to apply offsets to the box.

MCEdit has a rich set of features as well as community supplied filters. The purpose of MCEDITRPI is to write the current selection box out to the Minecraft PI map, with the box centred on the current player location on the Raspberry PI.
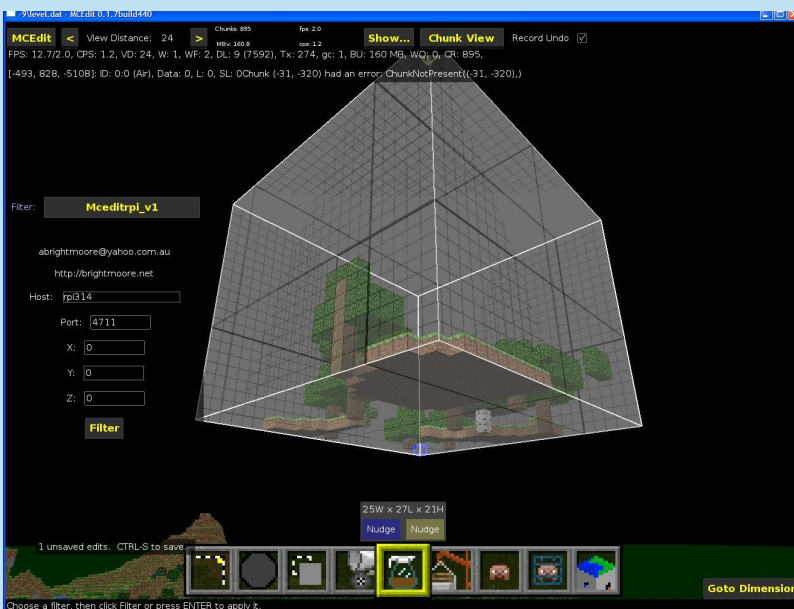
To use:

1. Create a selection box in MCedit. This is the region about the player's position that will be edited.
2. Make sure Minecraft PI is started and a world is running.
3. Set the host and the port (4711 is the default)
4. Run the filter using all the other default parameters. Leave the checkbox unchecked.
5. After some time the RPi blocks will be read into your selection box in MCEdit.
6. Make the required changes.
7. You can then run the filter with the checkbox checked to write the changes back into the world

To do - save() and restore() functions for safety, use the 'bulk' methods (getBlocks and setBlocks) for a speed boost, and to implement a block-mapper that masks those blocks that Minecraft PI does not support.

Learnings:

- Co-ordinates in the Minecraft PI API are relative to the player position? No - looks like there's a local origin 0,0,0 and the Y values can be negative. Unusual, compared with the Anvil platforms...
- Writing to the Raspberry PI is quicker than reading from it.

MCEditRPI_v1.py (5k)	Adrian Brightmoore, Apr 6…	v.1	⬇
MCEditRPI_v2.py (5k)	Adrian Brightmoore, Apr 6…	v.1	⬇

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