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Council Filter - Make roads and tunnels on your Minecraft maps

posted Aug 25, 2013, 8:25 PM by Adrian Brightmoore [updated Sep 1, 2013, 7:43 PM]

Meandering Paths

Meandering tunnels and paths in Minecraft with ...



Options:

1. **Material:** `alphaMaterials.Brick`
2. **Mix Material:** `alphaMaterials.Gravel`
3. **Edge Material:** `alphaMaterials.StoneBricks`
4. **Support Material:** `alphaMaterials.MossyCobblestoneWall`
5. **Support Gap: 0** - This is the number of blocks to the next arch or tunnel support. 0 results in a random value being chosen at runtime. 1 produces a tunnel.
6. **Start X: 0**
7. **Start Y: 64**
8. **Start Z: 0**
9. **End X: 100**
10. **End Y: 64**
11. **End Z: 28**
12. **Width: 8**
13. **Height: 6**
14. **... Or Automatic Mode? False** - This option uses the dimensions and position of the selection box to define the start and end co-ordinates, height, and width.
15. **Mix Material Chance 0-100: 0** - This option gives the filter a percent chance for each block on the main path to be of the Mix Material type
16. **No Material Chance 0-100: 0** - This option gives the filter a percent chance to draw an air block on the main path
17. **Meander? False** - When True, this lets the filter wander the path over the landscape, twisting and writhing left and right on it's journey

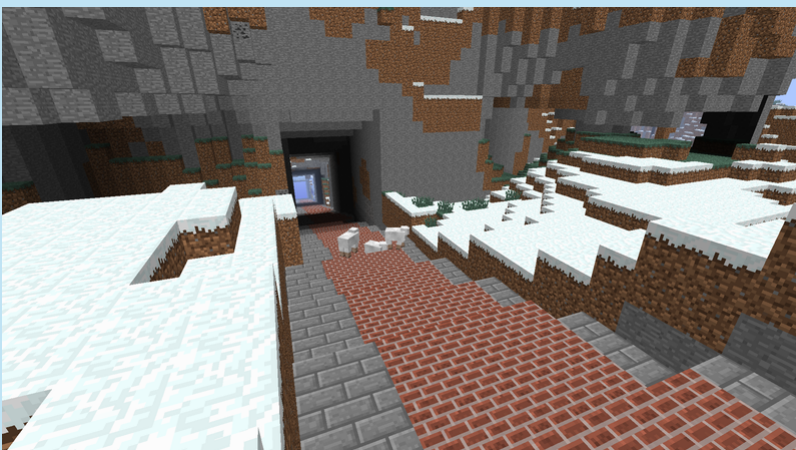
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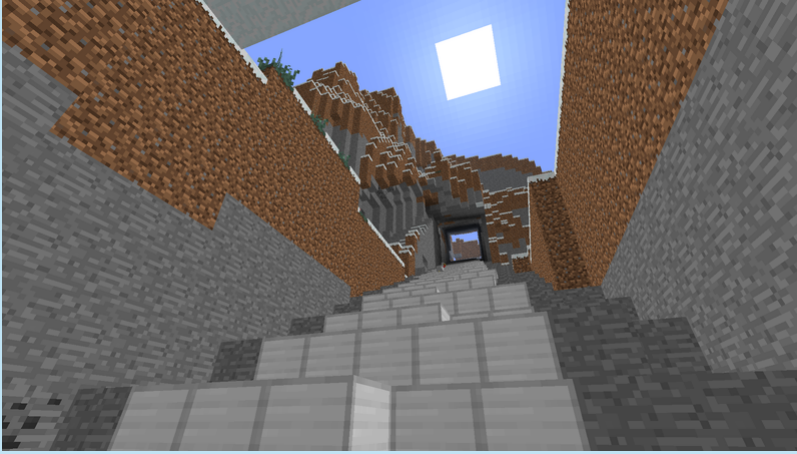
18. **Tunnel Support? False** - When True, archways are added when the path passes under mountains and underground.
19. **Arches? False** - When True arches are always drawn even if the road is open to the sky



Demo - v2 of the Filter with Tunnel supports

Dwarven Halls and Tunnels made with the COUN...





Council Filter Tutorial

Council Filter - Make roads and tunnels on your ...



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