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GLUETRAPDOORSTOBLOCK

posted Dec 31, 2018, 12:01 PM by Adrian Brightmoore [updated Dec 31, 2018, 12:01 PM]

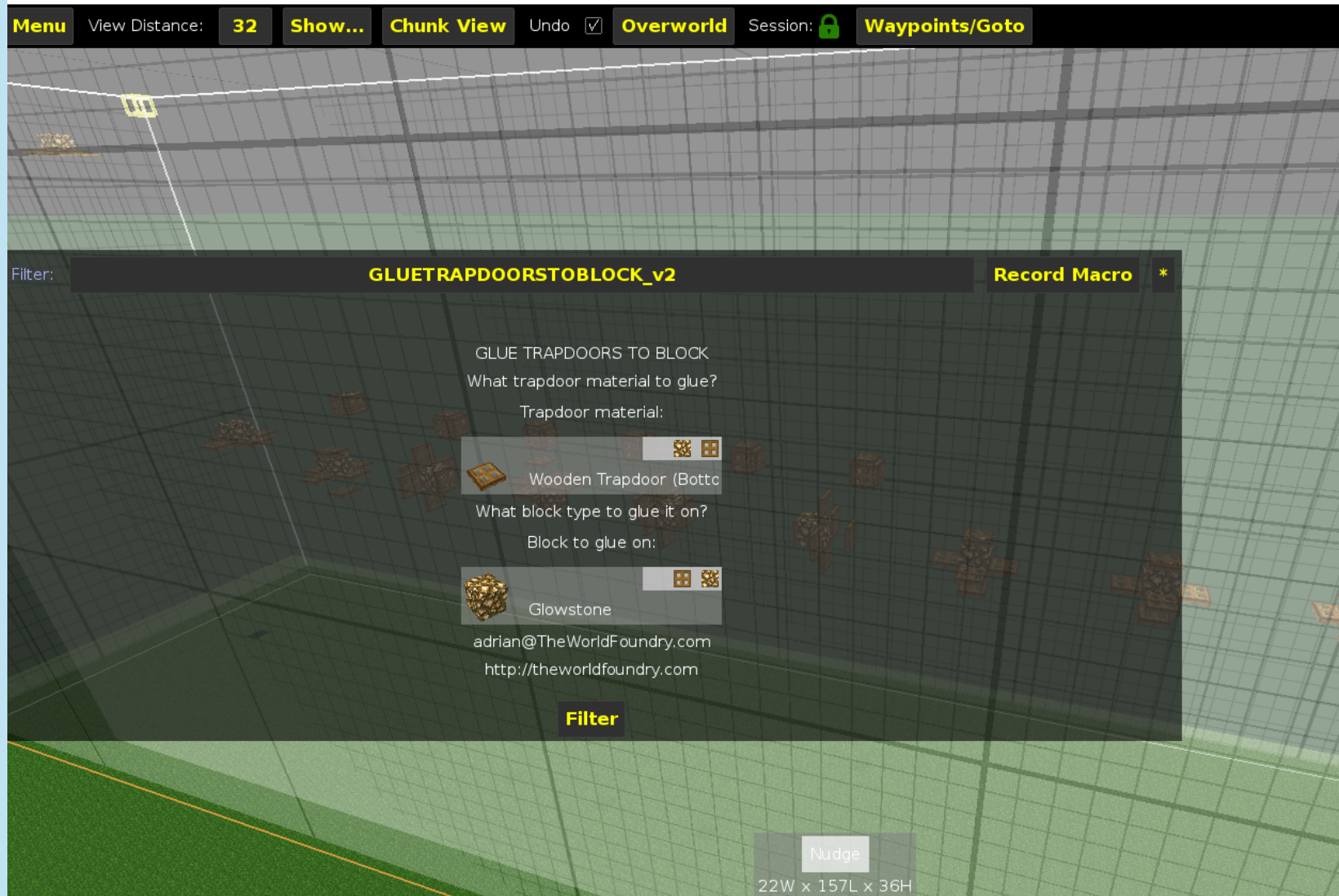
This filter fixes the problem where you've used trapdoors to wrap around a light source in your build and when you've converted it from Java to Bedrock all the trapdoors have popped open. It was requested by @Smurf mashers from Nether Pixel Studios.

For example, if you have the problem on the left and want things to look like on the right in the following picture then this filter is for you:



Inputs and details:

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Note: do multiple passes if you've got more than one material type in use. Always work with a world backup.



 GLUETRAPDOORSTOBLOCK_v2.py (3k)	Adrian Brightmoore, Dec 31, 2018, 12:03 PM	v.1	
 PROCGEN_TOOLS.py (8k)	Adrian Brightmoore, Dec 31, 2018, 12:23 PM	v.1	

Comments

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