

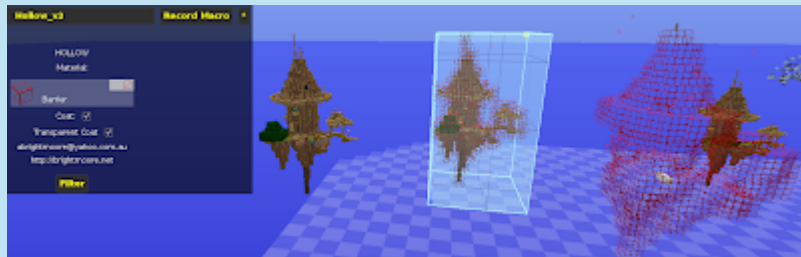
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## HOLLOW with COAT option

posted Dec 23, 2013, 10:26 AM by Adrian Brightmoore [ updated Jul 5, 2015, 5:00 PM ]

This filter will replace or purge all blocks from within an arbitrary solid shape.

The 'COAT' option on this filter lets it add a layer of blocks to all surfaces on the 3D shape.



COATing objects in MCEdit with the HOLLOW filt...



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 <a href="#">Hollow_v1.py</a> (3k)	Adrian Brightmoore, Dec 23, 2013, 10:26 AM	v.1	
 <a href="#">Hollow_v2.py</a> (4k)	Adrian Brightmoore, Jul 5, 2015, 4:06 PM	v.2	
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