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## DUMPCHUNK

posted Aug 18, 2018, 9:32 PM by Adrian Brightmoore [ updated Aug 18, 2018, 9:41 PM ]

Prints out NBT in each chunk in the selection box. Check the console or MCEdit log after running it.

Remember to change the console history length if you lose information due to scrolling.

Example output:

Entities:

```
TAG_Compound({
  "Chested": TAG_Byte(0),
  "Color": TAG_Byte(0),
  "Color2": TAG_Byte(0),
  "FallDistance": TAG_Float(0.0),
  "Fire": TAG_Short(0),
  "Invulnerable": TAG_Byte(0),
  "IsAngry": TAG_Byte(0),
  "IsAutonomous": TAG_Byte(0),
  "IsBaby": TAG_Byte(0),
  "IsGliding": TAG_Byte(0),
  "IsGlobal": TAG_Byte(0),
  "IsSwimming": TAG_Byte(0),
  "IsTamed": TAG_Byte(0),
  "LastDimensionId": TAG_Int(0),
  "LootDropped": TAG_Byte(0),
  "MarkVariant": TAG_Int(0),
  "Motion": TAG_List([
    TAG_Float(0.0),
    TAG_Float(0.0),
    TAG_Float(0.0),
  ]),
  "OnGround": TAG_Byte(1),
  "OwnerNew": TAG_Long(-1L),
  "PortalCooldown": TAG_Int(0),
  "Pos": TAG_List([
    TAG_Float(133.5),
    TAG_Float(32.349998474121094),
    TAG_Float(337.3836669921875),
  ]),
  "Rotation": TAG_List([
    TAG_Float(-90.0),
    TAG_Float(0.0),
  ]),
  "Saddled": TAG_Byte(0),
  "Sheared": TAG_Byte(0),
```

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```

"ShowBottom": TAG_Byte(0),
"Sitting": TAG_Byte(0),
"Strength": TAG_Int(0),
"StrengthMax": TAG_Int(0),
"UUID": TAG_Long(-146028888062L),
"Variant": TAG_Int(0),
"definitions": TAG_List([
  TAG_String(u'+minecraft:minecart'),
]),
"id": TAG_String(u'Minecart'),
})
TileEntities:
TAG_Compound({
  "Command": TAG_String(u'setblock ~16 ~1 ~ redstone_block'),
  "CustomName": TAG_String(u"),
  "LPCommandMode": TAG_Int(0),
  "LPConditionalMode": TAG_Byte(0),
  "LPRedstoneMode": TAG_Byte(1),
  "LastExecution": TAG_Long(1384348L),
  "LastOutput": TAG_String(u'commands.setblock.success'),
  "LastOutputParams": TAG_List([
  ]),
  "SuccessCount": TAG_Int(1),
  "TrackOutput": TAG_Byte(1),
  "Version": TAG_Int(8),
  "auto": TAG_Byte(0),
  "conditionMet": TAG_Byte(1),
  "id": TAG_String(u'CommandBlock'),
  "isMovable": TAG_Byte(1),
  "powered": TAG_Byte(0),
  "x": TAG_Int(128),
  "y": TAG_Int(25),
  "z": TAG_Int(336),
})
TAG_Compound({
  "Command": TAG_String(u'fill ~ ~5 ~ ~15 ~95 ~15 air'),
  "CustomName": TAG_String(u"),
  "LPCommandMode": TAG_Int(0),
  "LPConditionalMode": TAG_Byte(0),
  "LPRedstoneMode": TAG_Byte(1),
  "LastExecution": TAG_Long(1384348L),
  "LastOutput": TAG_String(u'commands.fill.success'),
  "LastOutputParams": TAG_List([
    TAG_String(u'241'),
  ]),
  "SuccessCount": TAG_Int(1),
  "TrackOutput": TAG_Byte(1),
  "Version": TAG_Int(8),
  "auto": TAG_Byte(0),
  "conditionMet": TAG_Byte(1),
  "id": TAG_String(u'CommandBlock'),
  "isMovable": TAG_Byte(1),
  "powered": TAG_Byte(0),

```

```
"x": TAG_Int(128),
"y": TAG_Int(27),
"z": TAG_Int(336),
})
TAG_Compound({
  "Command": TAG_String(u'setblock ~ ~2 ~ coal_block'),
  "CustomName": TAG_String(u''),
  "LPCommandMode": TAG_Int(2),
  "LPConditionalMode": TAG_Byte(1),
  "LPRedstoneMode": TAG_Byte(0),
  "LastExecution": TAG_Long(1384348L),
  "LastOutput": TAG_String(u'commands.setblock.success'),
  "LastOutputParams": TAG_List([
  ]),
  "SuccessCount": TAG_Int(1),
  "TrackOutput": TAG_Byte(1),
  "Version": TAG_Int(8),
  "auto": TAG_Byte(1),
  "conditionMet": TAG_Byte(1),
  "id": TAG_String(u'CommandBlock'),
  "isMovable": TAG_Byte(1),
  "powered": TAG_Byte(0),
  "x": TAG_Int(128),
  "y": TAG_Int(24),
  "z": TAG_Int(336),
})
```



DumpChunk\_v2.py (0k)

Adrian Brightmoore, Aug ...

v.1



## Comments

You do not have permission to add comments.