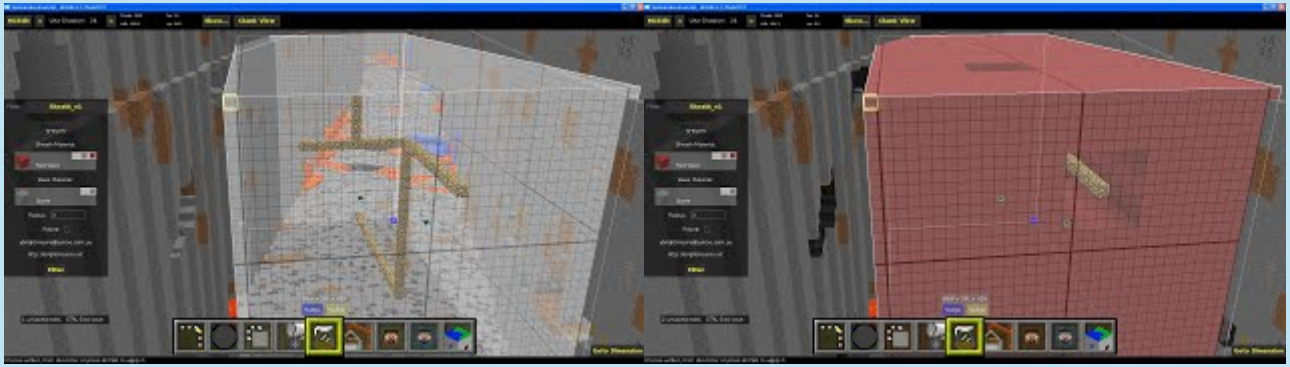
SHEATH

posted Feb 10, 2015, 2:44 PM by Adrian Brightmoore **[updated Feb 10, 2015, 2:47 PM]**

This filter creates cladding for certain blocks in your world.

v2 includes an 'invert' option, suggested by JsKingBoo and coded by martinhanzik on this Reddit thread: http://redd.it/2p1hp2

What it does is shown below (v1 behaviour):



Sheath_v1.py (4k)	Adrian Brightmoore, Feb 10, 2015, 2:45 PM	v.1
Sheath_v2.py (5k)	Adrian Brightmoore, Feb 10, 2015, 2:45 PM	v.1

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