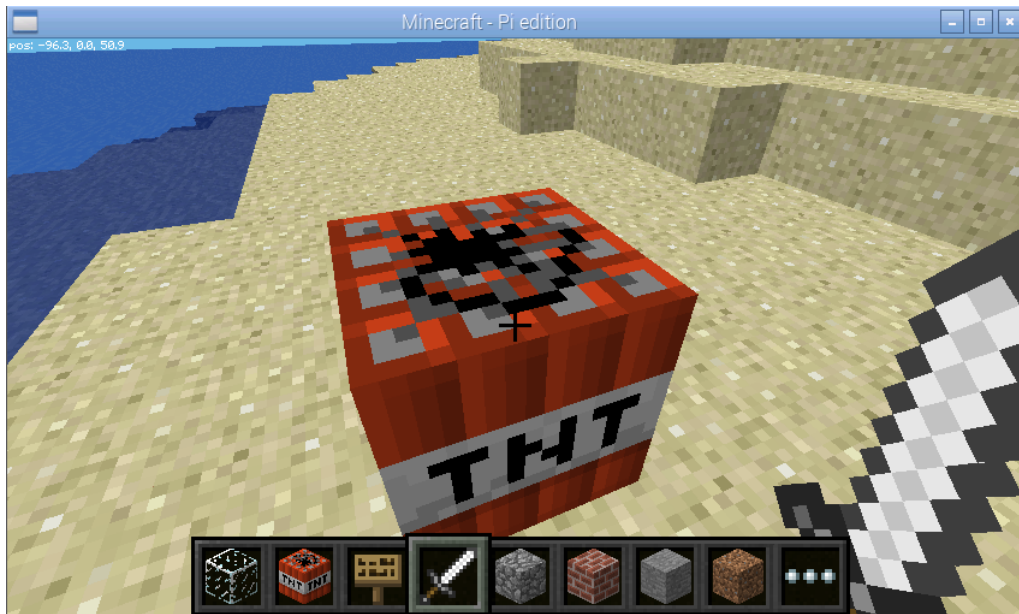# BOOM!



In Minecraft Pi Edition there is no way to detonate TNT... unless we use some Python!

```python
# load the Minecraft API - the functions to talk to Minecraft
import mcpi.minecraft as minecraft
import time
import random

#Connect our program to Minecraft
mc = minecraft.Minecraft.create()

while True:

# Read the list of events that have happened and look for things being hit
        hits = mc.events.pollBlockHits()
# check each event
        for hit in hits:
# get the block type that was hit
                block = mc.getBlockWithData(hit.pos.x, hit.pos.y, hit.pos.z)
# if its data value is 0...
                if block.data == 0:
# ... set it to 1
                        block.data = (block.data + 1)
                        mc.setBlock(hit.pos.x, hit.pos.y, hit.pos.z, block.id, block.data)
# send a chat message to confirm
                        mc.postToChat("block is now" + str(block.data))
        time.sleep(0.1)
```

Run your code.
Place a TNT block
Switch to your sword.
Use it on the TNT (RIGHT click)
Hit the TNT  a couple of times (LEFT click)

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