



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