

VoxelGame User Manual

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1 Welcome!

Thank you for downloading VoxelGame. This manual gives you a (limited) overview of the game's features and how to use them. Do not expect much from the game, playability is not the main focus of this project.

2 Versions

1.0.0 The First Release

1.1.0 The World Update

1.2.0 The Block Update

1.3.0 The Water Update

3 Blocks

3.1 Air

The air block that fills the world. Could also be interpreted as "no block".

ID: Air
Solid: ✗
Interactions: ✗
Replaceable: ✓

3.2 Grass

Dirt with some grass on top. Plants can be placed on top of this. The grass can burn, creating ash.

ID: Grass
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.3 Ash-covered Dirt

Grass that was burned. Water can burn the ash away.

ID: GrassBurned
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.4 Dirt

Simple dirt. Grass next to it can spread over it.

ID: Dirt
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.5 Farmland

Tilled dirt that allows many plants to grow. While plants can also grow on normal grass, this block allows full growth.

ID: Farmland
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.6 Tall Grass

A tall grassy plant. Fluids will destroy it, if the level is too high.

ID: TallGrass
Solid: ✗
Interactions: ✗
Replaceable: ✓

3.7 Very Tall Grass

A much larger version of the normal tall grass.

ID: VeryTallGrass
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.8 Flower

A simple flower.

ID: Flower
Solid: ✗
Interactions: ✗
Replaceable: ✓

3.9 Tall Flower

A very tall flower.

ID: TallFlower
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.10 Rubble

When stone is destroyed, rubble is what remains.

ID: Rubble
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.11 Mud

Mud is created when water and dirt mix.

ID: Mud
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.12 Pumice

Pumice is created when lava rapidly cools down, while being in contact with a lot of water.

ID: Pumice
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.13 Obsidian

Obsidian is a dark type of stone, that forms from lava.

ID: Obsidian
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.14 Snow

Snow covers the ground, and can have different heights.

ID: Snow
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.15 Leaves

Leaves are transparent parts of the tree. They are flammable.

ID: Leaves
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.16 Log

Log is the unprocessed, wooden part of a tree. As it is made of wood, it is flammable.

ID: Log
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.17 Wood

Processed wood that can be used as construction material. It is flammable.

ID: Wood
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.18 Sand

Sand naturally forms and allows water to flow through it.

ID: Sand
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.19 Gravel

Gravel, which is made out of small pebbles, allows water to flow through it.

ID: Gravel
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.20 Coal Ore

Coal ore is stone that contains coal.

ID: OreCoal
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.21 Iron Ore

Iron ore is stone that contains iron.

ID: OreIron
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.22 Gold Ore

Gold ore is stone that contains gold.

ID: OreGold
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.23 Ash

Ash is the remainder of burning processes.

ID: Ash
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.24 Cactus

A cactus slowly grows upwards. It can only be placed on sand.

ID: Cactus
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.25 Pumpkin

Pumpkins are the fruit of the pumpkin plant. They have to be placed on solid ground.

ID: Pumpkin
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.26 Melon

Melons are the fruit of the melon plant. They have to be placed on solid ground.

ID: Melon
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.27 Spider Web

Spiderwebs slow the movement of entities and can be used to trap enemies.

ID: Spiderweb
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.28 Vines

Vines grow downwards, and can hang freely. It is possible to climb them.

ID: Vines
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.29 Flax

Flax is a crop plant that grows on farmland. It requires water to fully grow.

ID: Flax
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.30 Potatoes

Potatoes are a crop plant that grows on farmland. They requires water to fully grow.

ID: Potatoes
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.31 Onions

Onions are a crop plant that grows on farmland. They requires water to fully grow.

ID: Onions
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.32 Wheat

Wheat is a crop plant that grows on farmland. It requires water to fully grow.

ID: Wheat
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.33 Maize

Maize is a crop plant that grows on farmland. Maize grows two blocks high. It requires water to fully grow.

ID: Maize
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.34 Pumpkin Plant

The pumpkin plant grows pumpkin fruits.

ID: PumpkinPlant
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.35 Melon Plant

The melon plant grows melon fruits.

ID: MelonPlant
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.36 Glass

Glass is transparent block.

ID: Glass
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.37 Tiled Glass

Tiled glass is like glass, but made out of four tiles.

ID: GlassTiled
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.38 Steel

The steel block is a metal construction block.

ID: Steel
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.39 Worked Stone

Worked stone is a processed stone block.

ID: StoneWorked
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.40 Ladder

A ladder allows climbing up and down.

ID: Ladder
Solid: ✗
Interactions: ✗
Replaceable: ✗

3.41 Small Tiles

Small tiles for construction of floors and walls.

ID: TilesSmall
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.42 Large Tiles

Large tiles for construction of floors and walls.

ID: TilesLarge
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.43 Black Checkerboard Tiles

Black checkerboard tiles come in different colors.

ID: TilesCheckerboardBlack
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.44 White Checkerboard Tiles

White checkerboard tiles come in different colors.

ID: TilesCheckerboardWhite
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.45 Bricks

Bricks are a simple construction material.

ID: Bricks
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.46 Paving Stone

Paving stone is a simple construction material, ideal for paths.

ID: PavingStone
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.47 Red Plastic

Red plastic is a construction material.

ID: RedPlastic
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.48 Concrete

Concrete is a flexible construction material that can have different heights and colors. It can be build using fluid concrete.

ID: Concrete
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.49 Stone Face

This block is like a processed stone block, but with a decorative face added.

ID: StoneFace
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.50 Vase

The vase is a decorative block that must be placed on solid ground.

ID: Vase
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.51 Bed

The bed can be placed to set a different spawn point. It is possible to change to color of a bed.

ID: Bed
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.52 Wool

Wool is a flammable material, that allows its color to be changed.

ID: Wool
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.53 Decorated Wool

Decorated wool is similar to wool, decorated with golden ornaments.

ID: WoolDecorated
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.54 Carpet

Carpets can be used to cover the floor. Their color can be changed.

ID: Carpet
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.55 Decorated Carpet

Decorated carpets are similar to carpets, decorated with golden ornaments.

ID: CarpetDecorated
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.56 Glass Pane

Glass panes are a thin alternative to glass blocks. They connect to some neighboring blocks.

ID: GlassPane
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.57 Bars

Steel bars are a thin, but strong barrier.

ID: Bars
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.58 Wooden Fence

The wooden fence can be used as way of marking areas. It does not prevent jumping over it. As this fence is made out of wood, it is flammable. Fences can connect to other blocks.

ID: FenceWood
Solid: ✓
Interactions: ✗

Replaceable: ✗

3.59 Rubble Wall

The rubble wall is a stone barrier that can be used as a way of marking areas. They do not prevent jumping over it, and can connect to other blocks.

ID: WallRubble

Solid: ✓

Interactions: ✗

Replaceable: ✗

3.60 Brick Wall

The brick wall is similar to all other walls, and made out of bricks. They do not prevent jumping over them, and can connect to other blocks.

ID: WallBricks

Solid: ✓

Interactions: ✗

Replaceable: ✗

3.61 Steel Door

The steel door allows closing of a room. It can be opened and closed.

ID: DoorSteel

Solid: ✓

Interactions: ✓

Replaceable: ✗

3.62 Wooden Door

The wooden door allows closing of a room. It can be opened and closed. As this door is made out of wood, it is flammable.

ID: DoorWood

Solid: ✓

Interactions: ✓

Replaceable: ✗

3.63 Wooden Gate

Fence gates are meant as a passage through fences and walls.

ID: GateWood

Solid: ✓
Interactions: ✓
Replaceable: ✗

3.64 Barrier

The fluid barrier can be used to control fluid flow. It can be opened and closed. It does not prevent gasses from flowing through it.

ID: FluidBarrier
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.65 Steel Pipe

The industrial steel pipe can be used to control fluid flow. It connects to other pipes.

ID: SteelPipe
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.66 Wooden Pipe

The wooden pipe offers a primitive way of controlling fluid flow. It connects to other pipes.

ID: WoodenPipe
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.67 Straight Steelpipe

This pipe is a special steel pipe that can only form straight connections. It is ideal for parallel pipes.

ID: StraightSteelPipe
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.68 Valve Pipe

This is a special steel pipe that can be closed. It prevents all fluid flow.

ID: PipeValve
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.69 Pump

The pump can lift fluids up when interacted with. It can only lift up to a threshold of 16 blocks.

ID: Pump
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.70 Fire

Fire is a dangerous block that spreads onto nearby flammable blocks. When spreading, fire burns blocks which can destroy them.

ID: Fire
Solid: ✗
Interactions: ✗
Replaceable: ✓

3.71 Pulsating Block

This is a magical pulsating block.

ID: Pulsating
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.72 Eternal Flame

The eternal flame, once lit, will never go out naturally.

ID: EternalFlame
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.73 Path

The path is a dirt block with its top layer trampled.

ID: Path
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.74 Granite

Granite is found next to volcanic activity.

ID: Granite
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.75 Sandstone

Sandstone is found all over the world and especially in the desert.

ID: Sandstone
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.76 Limestone

Limestone is found all over the world and especially in oceans.

ID: Limestone
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.77 Marble

Marble is a rarer stone type.

ID: Marble
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.78 Clay

Clay is found beneath the ground and blocks ground water flow.

ID: Clay
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.79 Permafrost

Permafrost is a type of soil that is frozen solid.

ID: Permafrost
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.80 Core

The core of the world, which is found at the lowest level.

ID: Core
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.81 Ice

A block made out of frozen water.

ID: Ice
Solid: ✓
Interactions: ✓
Replaceable: ✗

3.82 Error

An error block, used as fallback when structure operations fail.

ID: Error
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.83 Roots

Roots grow at the bottom of trees.

ID: **Roots**

Solid: ✓

Interactions: ✗

Replaceable: ✗

4 Fluids

4.1 No Fluid

The absence of a fluid.

ID: **None**

Viscosity: 1

Density: 1.2000000476837158

4.2 Water

Water is a basic fluid, that allows the player to swim relatively easily.

ID: **Water**

Viscosity: 15

Density: 997

4.3 Milk

Milk is a white fluid that is obtained from animals.

ID: **Milk**

Viscosity: 30

Density: 1033

4.4 Steam

Steam is a gas created when water is heated.

ID: **Steam**

Viscosity: 3

Density: 0.5

4.5 Lava

Lava is a hot fluid, made out of molten stone. It burns flammable objects.

ID: Lava

Viscosity: 225

Density: 3100

4.6 Crude Oil

Crude oil is a flammable fluid with a high viscosity. It is lighter than water.

ID: CrudeOil

Viscosity: 120

Density: 870

4.7 Natural Gas

Natural gas is a flammable gas.

ID: NaturalGas

Viscosity: 7

Density: 0.800000011920929

4.8 Concrete

Concrete is a fluid that hardens when staying still for some time, forming concrete blocks.

ID: Concrete

Viscosity: 150

Density: 2400

4.9 Honey

Honey is a thick fluid.

ID: Honey

Viscosity: 300

Density: 1450

4.10 Petrol

Petrol is a flammable fluid.

ID: Petrol

Viscosity: 13

Density: 740

4.11 Wine

Wine is a reddish fluid.

ID: Wine

Viscosity: 21

Density: 1090

4.12 Beer

Beer is a brown fluid.

ID: Beer

Viscosity: 22

Density: 1030

5 Controls

5.1 Fullscreen

The key is bound to `F11` per default.

5.2 Toggle UI

The key is bound to `F10` per default.

5.3 Screenshot

The key is bound to `F12` per default.

5.4 Console

The key is bound to `F1` per default.

5.5 Debug View

The key is bound to `F2` per default.

5.6 Escape

The key is bound to `Escape` per default.

5.7 Forwards

The key is bound to `W` per default.

5.8 Backwards

The key is bound to `S` per default.

5.9 Strafe Right

The key is bound to `D` per default.

5.10 Strafe Left

The key is bound to `A` per default.

5.11 Sprint

The key is bound to `LeftShift` per default.

5.12 Jump

The key is bound to `Space` per default.

5.13 Crouch

The key is bound to `C` per default.

5.14 Interact / Place

The key is bound to `Button2` per default.

5.15 Destroy

The key is bound to `Button1` per default.

5.16 Force Interaction

The key is bound to `LeftControl` per default.

5.17 Placement Mode

The key is bound to `R` per default.

5.18 Next Placement

The key is bound to `KeyPadAdd` per default.

5.19 Previous Placement

The key is bound to `KeyPadSubtract` per default.

5.20 Select Targeted

The key is bound to `Middle` per default.