

VoxelGame User Manual

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1 Welcome!

Thank you for downloading VoxelGame. Currently there is some basic information in this manual, but it will be continuously expanded. VoxelGame is a project I sometimes work on to learn new things and have fun programming, so do not expect too much, especially on the performance side.

2 Versions

1.0.0 The First Release

1.1.0 The World Update

1.2.0 The Block 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 Stone

This stone block makes up large parts of the world. Below the dirt layers, the ground is solid stone.

ID: Stone
Solid: ✓
Interactions: ✗
Replaceable: ✗

3.11 Rubble

When stone is destroyed, rubble is what remains.

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

3.12 Mud

Mud is created when water and dirt mix.

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

3.13 Pumice

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

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

3.14 Obsidian

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

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

3.15 Snow

Snow covers the ground, and can have different heights.

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

3.16 Leaves

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

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

3.17 Log

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

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

3.18 Wood

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

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

3.19 Sand

Sand naturally forms and allows water to flow through it.

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

3.20 Gravel

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

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

3.21 Coal Ore

Coal ore is stone that contains coal.

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

3.22 Iron Ore

Iron ore is stone that contains iron.

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

3.23 Gold Ore

Gold ore is stone that contains gold.

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

3.24 Ash

Ash is the remainder of burning processes.

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

3.25 Cactus

A slow growing cactus.

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

3.26 Pumpkin

The pumpkin plant fruit.

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

3.27 Melon

The melon plant fruit.

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

3.28 Spider Web

A sticky web that hinders movement.

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

3.29 Vines

Vines, that grow and allow climbing.

ID: Vines
Solid: ~~X~~
Interactions: ~~X~~
Replaceable: ~~X~~

3.30 Flax

Flax.

ID: Flax
Solid: ~~X~~
Interactions: ~~X~~
Replaceable: ~~X~~

3.31 Potatoes

Potatoes.

ID: Potatoes
Solid: ~~X~~
Interactions: ~~X~~
Replaceable: ~~X~~

3.32 Onions

Onions.

ID: Onions
Solid: ~~X~~
Interactions: ~~X~~
Replaceable: ~~X~~

3.33 Wheat

Wheat.

ID: Wheat
Solid: ~~X~~
Interactions: ~~X~~
Replaceable: ~~X~~

3.34 Maize

Maize.

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

3.35 Pumpkin Plant

Pumpkin plant.

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

3.36 Melon Plant

Melon plant.

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

3.37 Glass

Glass, a see-through block.

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

3.38 Tiled Glass

Tiled glass, a see-through block.

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

3.39 Steel

Steel block.

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

3.40 Worked Stone

Worked stone.

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

3.41 Ladder

Ladder, a block that can be climbed.

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

3.42 Small Tiles

Small tiles.

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

3.43 Large Tiles

Large tiles.

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

3.44 Black Checkerboard Tiles

Black checkerboard tiles, their color can be changed.

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

3.45 White Checkerboard Tiles

White checkerboard tiles, their color can be changed.

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

3.46 Bricks

Simple bricks.

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

3.47 Paving Stone

Paving stone.

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

3.48 Red Plastic

Red plastic.

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

3.49 Concrete

Concrete. The color can be changed.

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

3.50 Stone Face

A face in stone.

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

3.51 Vase

A vase.

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

3.52 Bed

A bed. Placing it sets the spawn point.

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

3.53 Wool

Wool. The color can be changed.

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

3.54 Decorated Wool

Wool with decorations. The color can be changed.

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

3.55 Carpet

Carper. The color can be changed.

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

3.56 Decorated Carpet

Decorated carpet, the color can be changed.

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

3.57 Glass Pane

A thin glass panel.

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

3.58 Bars

Steel bars.

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

3.59 Wooden Fence

A wooden fence.

ID: FenceWood

Solid: ✓

Interactions: ✗

Replaceable: ✗

3.60 Rubble Wall

A wall made out of Rubble.

ID: WallRubble

Solid: ✓

Interactions: ✗

Replaceable: ✗

3.61 Brick Wall

A wall made out of brick.

ID: WallBricks

Solid: ✓

Interactions: ✗

Replaceable: ✗

3.62 Steel Door

A door out of steel.

ID: DoorSteel

Solid: ✓

Interactions: ✓

Replaceable: ✗

3.63 Wooden Door

A door out of wood.

ID: DoorWood

Solid: ✓

Interactions: ✓

Replaceable: ✗

3.64 Wooden Gate

A fence gate.

ID: GateWood

Solid: ✓

Interactions: ✓

Replaceable: ✗

3.65 Barrier

A barrier to control flow of liquids.

ID: LiquidBarrier

Solid: ✓

Interactions: ✓

Replaceable: ✗

3.66 Steel Pipe

An industrial steel pipe.

ID: SteelPipe

Solid: ✓

Interactions: ✗

Replaceable: ✗

3.67 Wooden Pipe

A primitive wooden pipe.

ID: WoodenPipe

Solid: ✓

Interactions: ✗

Replaceable: ✗

3.68 Straight Steelpipe

A special steel pipe that can only form straight connections.

ID: StraightSteelPipe

Solid: ✓

Interactions: ✗

Replaceable: ✗

3.69 Valve Pipe

A special steel pipe that can be closed.

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

3.70 Pump

A pump that lifts up liquids when interacted with.

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

3.71 Fire

Fire. Burns flammable blocks.

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

3.72 Pulsating Block

A magical pulsating block.

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

3.73 Eternal Flame

A block that, once ignited, will burn for ever time.

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

3.74 Path

A walkable path.

ID: Path

Solid: ✓

Interactions: ✗

Replaceable: ✗

4 Liquids

4.1 No Liquid

No liquid.

ID: None

Viscosity: 1

Density: 1.2

4.2 Water

Simple water.

ID: Water

Viscosity: 15

Density: 997

4.3 Milk

Milk.

ID: Milk

Viscosity: 30

Density: 1033

4.4 Steam

Steam.

ID: Steam

Viscosity: 3

Density: 0.5

4.5 Lava

Lava. Reacts in contact with water and other liquids.

ID: Lava

Viscosity: 225

Density: 3100

4.6 Crude Oil

Crude oil.

ID: CrudeOil

Viscosity: 120

Density: 870

4.7 Natural Gas

Natural gas.

ID: NaturalGas

Viscosity: 7

Density: 0.8

4.8 Concrete

Concrete, hardens after a while.

ID: Concrete

Viscosity: 150

Density: 2400

4.9 Honey

Honey.

ID: Honey

Viscosity: 300

Density: 1450

4.10 Petrol

Petrol.

ID: Petrol

Viscosity: 13

Density: 740

4.11 Wine

Wine.

ID: Wine

Viscosity: 21

Density: 1090

4.12 Beer

Beer.

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  per default.

5.9 Strafe Right

The key is bound to  per default.


5.10 Strafe Left

The key is bound to  per default.


5.11 Sprint

The key is bound to  per default.

5.12 Jump

The key is bound to  per default.


5.13 Interact / Place

The key is bound to  per default.


5.14 Destroy

The key is bound to  per default.

5.15 Force Interaction

The key is bound to  per default.

5.16 Placement Mode

The key is bound to  per default.

5.17 Next Placement

The key is bound to  per default.

5.18 Previous Placement

The key is bound to  per default.