MultiCraft Commands

Command	Inputs	Description
/mbuild	`<x> <y> <z> <material> <hollow>`	Build an `<x>` by `<y>` by `<z>` structure of `<material>` at player position. The structure may also be made hollow if `<hollow> == 1`
/mmbuild	`<x> <y> <z> <material> <hollow>`	Build an `<x>` by `<y>` by `<z>` structure of <material> at mouse position. The structure may also be made hollow if `<hollow> == 1`
/rbuild		Initiates region building for `rrbuild`
/rloc1		Marks first location for `rrbuild`
/rloc2		Marks second location for `rrbuild`
/rrbuild		Fill the space between locations marked by `loc1` and `loc2` with stone
/eyebuild	`<x> <y> <z> <material> <hollow>`	Build an `<x>` by `<y>` by `<z>` structure of `<material>` at mouse position after moving mouse around using eye tracking. The structure may also be made hollow if `<hollow> == 1`
/msave	`<name>`	Save the most recent structure created using a build command and name it `<name>`
/mclone	`<name>`	Clone a saved structure named `<name>`
/mundo		Undo most recent structure created using a build command
/mredo		Redo most recent structure removed using undo command
/copyloc1		Marks the first location for the selection of a copy
/copyloc2		Marks the second location for the selection of a copy
/mpaste		Copies the region from `copyloc1` to `copyloc2` to cursor position (using `/clone`)
/eyetrack	`<move>`	Enables eye tracking. If "`move`" is given, the player can also move if they stare forward.

Some commands require OP privileges. In order to ensure you can use all commands, please enter your Minecraft UUID, Minecraft username, and level "4" in the `MultiCraftServer\ops.json` file. Modify the entry already in the file to fit your information.