WorldEdit 4.0 Reference

Wiki: http://wiki.sk89q.com/wiki/WorldEdit
Git: http://github.com/sk89q/worldedit

2011-Feb-22 (rev. 6)
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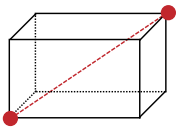

Selections are cuboids, defined by two points.

1. Type `//wand` to get the wand.
2. Left click a block to select point 1.
3. Right click another block to select point 2.
4. Type `//set rock` to change all the blocks.
5. Type `//expand 2` up to make the selection larger.
6. Type `//set glass` to make the selection glass.
7. Type `//shift 1 up` to move the selection.
8. Type `//set 0` to remove the blocks.
9. Type `//undo` to undo.
10. Type `//redo` to redo.

Patterns (* supports patterns):
`//set 5%glass,95%rock`
`//overlay #copy`
Tile entity data (all commands):
`//replace sign|L1|L2|Space_L3|L4`
`//brush mobspawner|Squid`
`//overlay note|24`
Block data (all commands):
`//repl crops:6` (or `wool:red`)

Tree types (‡ supports tree types):
`tree`, `bigtree`, `birch`, `redwood`, `tallredwood`, `pine` (non-MC), `random`, `anyredwood`
Masks († supports masks):
`#existing` - Existing blocks only
`glass,rock` - Only these blocks
`!glass,rock` - Every block type but these block types

Selecting Cuboids

`//wand` - Get the wand item
`/toggleeditwand` - Turn off wand
`//sel <cuboid|poly>` - Shape
`//pos1` - Set position 1 at feet
`//pos2` - Set position 2 at feet
`//hpos1` - Set pos 1 at target
`//hpos2` - Set pos 2 at target
`//chunk` - Select current chunk
`//expand <amt> [rev] [dir]`
`//expand vert` - Sky to bedrock
`//contract <amt> [dir]`
`//outset [-hv]` - Expand in all dir.
`//inset [-hv]` - Contract in all dir.
`//shift <amt>` - Move selection
`//shift <amt> [dir]`
`//count <block>` - Statistics
`//distr [-c]` - Block distribution

Working with Selections

`//set <block*>` - Replace blocks
`//replace <to*>` - Replace non-air
`//replace <from> <to*>`
`//overlay <block*>` - Put above
`//walls <block>` - Sides only
`//outline <block>` - Roof+ceil
`//move [dist] [dir]` - Move
`//move [dist] [dir] [fill]`
`//stack [-a] <amt> [dir]`
`//smooth [times]` - Smooth

Clipboard

`//copy` - Copy region
⚠ Your relative location is saved
`//cut` - Copy and remove region
`//paste [-a]` - Pastes, -a for no air
`//paste -o [-a]` - Paste at origin
`//rotate <degrees>` - Rotate
`//flip [dir]` - Flip clipboard
`//load <filename>` - Load save
`//save <filename>` - Save copy
`/clearclipboard` - Clear

Generation

`//hcyl <block*> <radius> [height]` - Hollow cylinder, diameter = 2×radius+1
`//cyl <block*> <radius> [height]` - Filled cylinder, diameter = 2×radius+1
`//hsphere <block*> <radius>` - Hollow sphere , diameter = 2×radius+1
`//hsphere <block*> <radius> true` - Hollow sphere, moved up by radius
`//sphere <block*> <radius>` - Filled sphere , diameter = 2×radius+1
`//sphere <block*> <raidus> true` - Filled sphere, moved up by radius
`/forestgen [size] [type‡] [density]` - Generate a forest, 0 ≤ density ≤ 1
`/pumpkins [size]` - Generate pumpkin patches with leaves

Utilities

`/toggleplace` - Switch to pos #1
`//fill <block*> <rad> [depth]`
`//fillr <block*> <radius>`
`//drain <radius>`
`/fixwater <radius>`
⚠ You must be NEXT to the water
`/fixlava <radius>`
⚠ You must be NEXT to the lava
`/removeabove [size] [height]`
`/removebelow [size] [height]`
`/replacenear <size> <from> <to>`
`/removenear <block> <size>`
`/snow <radius>` - Simulates snow
`/thaw <radius>` - Removes snow
`/ex [size]` - Extinguishes fires
`/butcher [radius]` - Kill mobs
`/remove <type> <rad>` - Del. ents.
`/search <query>` - Find an item

Chunk Tools

`/chunkinfo` - Current chunk info
`/listchunks` - In selection
`/delchunks` - Generate script

Snaphshots

`//restore [snapshot]` - Restore
`/snap use <snapshot>` - Choose
`/snap list [num]` - List recent

Getting Around

`/unstuck` - If stuck inside a block
`/ascend` - Go through roof
`/descend` - Go through floor
`/ceil [clearence]` - To ceiling
`/thru` - Through a wall
`/jumpto` - To block in crosshair
`/up <distance>` - Go up distance

Swing with a held compass as a shortcut for `/jumpto`. Right click with a compass to use `/thru`.

Super Pickaxe & Tools

`//` - Toggle instant pickaxe
`/sp single` - Single block pickaxe
`/sp area <range>` - Area effect
`/sp recur <radius>`

`/none` - Disable right click mode
`/info` - Block information mode
`/tree [type‡]` - Instant tree
`/repl <block>` - Replace block
`/cycler` - Right click to cycle data
`/brush` - See below

Brushes

`/b s [-h] <block*> <raidus>` - Sphere brush, -h for hollow
`/b c [-h] <block*> <rad> <height>` - Cylinder brush
`/b copy [-a]` - Current clipboard as brush, -a to not paste air
`/b smooth [size] [iterations]` - Smoother brush
`/mat [block*]` - Change fill
`/size [size]` - Change size
`/mask` - Clear mask
`/mask [mask†]` - Set mask

Bundled CraftScripts

maze.js
`/maze.js <block> <w> <h>`

draw.js
`/draw.js <image-file> <w|h>`

quickshot.js
`/quickshot.js <note1> [note2] [note3] [notes...]`
Notes are [octave][note], i.e. 1f#, where octave is 0-1

roof.js
`/roof.js <block>`

Coal (263)
Wooden axe (271)
Diamond sword (276)
Diamond shovel (277)
Diamond pickaxe (278)
Diamond axe (279)
String (287)
Feather (288)
Painting (321)
Apple (260)
Golden apple (322)
Sign (323)
Wooden door (324)
Bucket (325)
Water bucket (326)
Lava bucket (327)
Minecart (378)
Redstone (331)
Compass (345)
Clock (347)

(15) Black [Ink sac]
(7) Grey [Ink sac + Bonemeal]
(8) Grey [Ink sac + 2×Bonemeal]
(6) Pink [Rose + Bonemeal]
(14) Red [Rose]
(1) Orange [Rose + Yel. flower]
(4) Yellow [Yellow flower]
(5) Green [Cactus + Bonemeal]
(13) Green [Cactus]
(9) Cyan [Cactus + Lapis lazuli]
(3) Blue [Lapis laz. + Bonemeal]
(11) Blue [Lapis lazuli]
(2) Purple [Purple + Pink dyes]
(10) Purple [Rose + Lapis laz.]
(12) Brown
(0) White

Scripting

```
context
 .checkArgs(min, max, usage)
 .error(msg)
 .getBlock(id)
 .getConfiguration()
 .getPlayer() .getBlockOn()
 .getSession()
 .print()
 .remember() .setBlock(v, blk)
```

`/cs <script> [args...]` - Execute specified script
`/.s [args...]` - Repeat last script with new arguments
`/<script>.js` - Shortcut