## Minecraft TNT





## **Enter the Minecraft world**

- 1 Open Minecraft Pi from the main menu. Start a game and create a new world.
- 2 Walk around using the WSAD keys on the keyboard. Use Space to jump, and double tap Space to fly.





- Press **Tab** on the keyboard to release your mouse cursor, and open **Mu** from the main menu.
- 4 Move your windows around so Minecraft and Mu are side by side.

## Controlling Minecraft with Python







```
from mcpi.minecraft import Minecraft
mc = Minecraft.create()
mc.postToChat("Hello world")
```

- 2 Run the code with **F5** and you should see the message "Hello world" appear in the Minecraft window.
- 3 Add the following lines to your code:

```
x, y, z = mc.player.getPos()
mc.setBlock(x+1, y, z, 1)
```







- Run the code and you should see a block of stone appear near your player. If it's not in front of you, try looking around.
- 5 Change the value in the setBlock line from 1 to 2:

mc.setBlock(x+1, y, z, 2)



- You should now see a block of grass appear. Try changing the number again and see which block gets placed.
- 7 Try changing setBlock to setBlocks to build a 10x10x10 cube rather than a single block:

mc.setBlock(x+1, y, z, 2)

You should see a large solid cube of stone appear!

## TNT

The block ID for TNT is 46. There are two types of TNT: unexplosive TNT and explosive TNT. You want explosive TNT.

Build a solid cube of TNT. To get explosive TNT, you need to add a 1 to the end of your setBlocks line:

mc.setBlocks(x+1, y+1, z+1, x+11, y+11, z+11, 46, 1)









