

Creating in Minecraft with Python

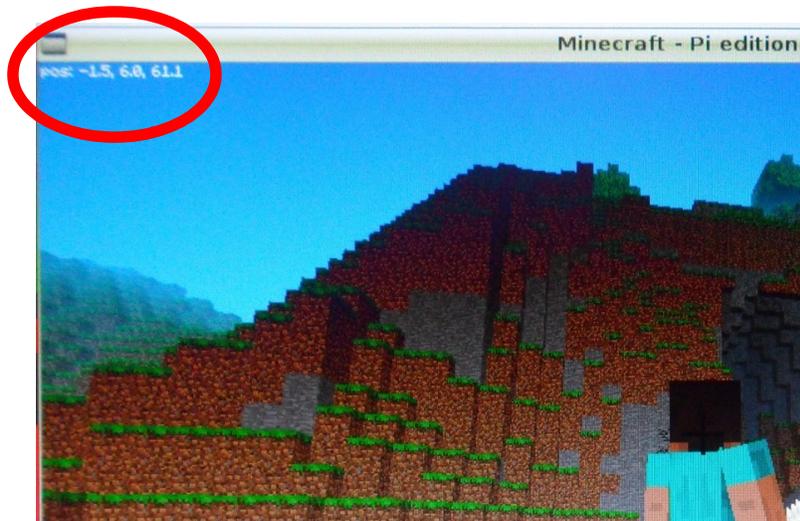
Open a Minecraft world. Press the TAB button to be able to click outside of Minecraft.

Open Python 3, create a **New File (CTRL+N)** and import the Minecraft functionality by typing these lines at the top:

```
from mcpi.minecraft import Minecraft
mc = Minecraft.create()
```

Set a Block

You can create one block in your Minecraft world by using the `setBlock` function. You just have to tell it the x, y and z coordinates where you want the block and the “block ID,” or number of the block type. For example, Cobblestone is number 4. You can see the coordinates where you are in the top left corner of your screen:

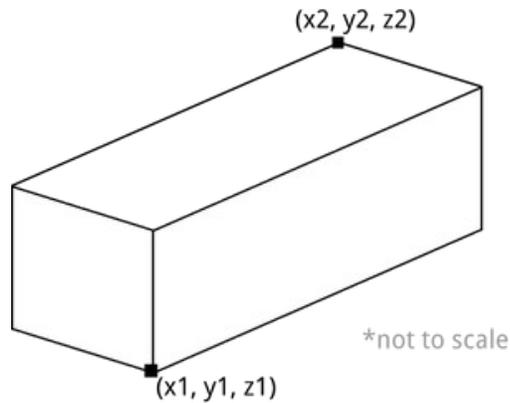


To place a block of Cobblestone on (-1.5, 6.0, 61.1) you can just use whole numbers.

```
mc.setBlock(-2,6,61,4)
```

Use numbers from your world! Run the program (Run → Run Module or F5). You'll have to **Save** it and name it on the first Run. You should see a block of Cobblestone somewhere near you!

Want to set more than one block? Use `mc.setBlocks`. This creates a “cuboid” of a certain material. You need to tell the function the opposite corners of the cuboid like this:



Stone House

To set a 6x5x7 cuboid of Cobblestone at your position, you can look at your coordinates in the top left corner of the screen. Let's say you're at (1,2,3). Using variables will make it easier to modify your code:

```
x,y,z = 1,2,3
mc.setBlocks(x,y,z,x+6,y+5,z+7, 4)
```

This makes a solid block of stone. To hollow out the inside, you set the blocks inside the house to air, which is number 0:

```
mc.setBlocks(x+1,y,z+1,x+5,y+4,z+6, 0)
```

Now make some windows and a wool carpet!
Here are some more helpful block IDs!

AIR	0
STONE	1
GRASS	2
DIRT	3
WOOD_PLANKS	5
BEDROCK	7
WATER_FLOWING	8
WATER_STATIONARY	9
LAVA_FLOWING	10
SAND	12
GOLD_ORE	14
GLASS	20
OBSIDIAN	49

MELON	103
GLOWING_OBSIDIAN	246
WOOL	35
• ORANGE	1
• MAGENTA	2
• YELLOW	4
• PINK	6
• PURPLE	10
• BLUE	11
• GREEN	13
• RED	14
• BLACK	15

To use colored wool: mc.setBlock(x,y,z,35,10)