

Minecraft/Mod Commands Cheat Sheet

by River L. (Tamaranth) via cheatography.com/42882/cs/19707/

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/tw set wildname <name></name>	sets the name of the wilderness	
~~ CHAT COMMANDS ~~		
/tc	to enter your town's chat channel	
/nc	to enter your nation's chat channel	
/global /g	to go back to global chat	
/a	admin chat	



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Basic WorldEdit		Advanced WorldEdit	
~~ RESCUE & MISC. COMM	IANDS ~~	~~ GENERATION COMMANDS ~~	
/butcher	Kills all hostile mobs (and only hostile ones)	//cyl <block> <radius> [,radius] [height]</radius></block>	creates a vertical cylinder
/ex	extinguishes fires	//hcyl <block> <radius></radius></block>	creates a hollow vertical cylinder
/unstuck	if you get stuck in a block it moves you up to the first free spot	[,radius] [height] //sphere <block> <radius></radius></block>	creates a sphere; specify "true" to
/ascend [number of levels]	moves you up, even through solid	[,radius,radius] [true false]	make it raised
/thru	blocks (number of levels optional) moves you through the wall you're looking at	//hsphere <block> <radius> [,radius,radius] [true false]</radius></block>	creates a hollow sphere; specify ' true" to make it raised
		//pyramid <block> <size></size></block>	creates a pyramid
		//hpyramid <block> <size></size></block>	creates a hollow pyramid
~~ BUILDING COMMANDS		/forestgen [size] [type] [density]	creates a forest
//hpos1 //hpos2	Sets position 1 or 2 to the block you're looking at	/pumpkins [size]	creates a pumpkin forest
//expand <amt> <direction></direction></amt>	expands selected area by that	~~ SUPER PICKAXE COMMANDS ~~	
•	number of blocks in that direction		toggles the super pickaxe
//contract <amt> <direction></direction></amt>	shrinks selected area by that number of blocks in that direction	/sp single	switch to single block pickaxe mode
//set <block></block>	sets all blocks within the selection to the specified block type	/sp area <range></range>	switch to area pickaxe mode
//replace <block1> <block2></block2></block1>	replaces all type 1 blocks within the selected area with type 2 blocks	/sp recur <range></range>	switch to recursive pickaxe mode
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			
/fixwater <radius></radius>	levels nearby pools of water (also works with /fixlava)	~~ BIOME COMMANDS~~	
		//generatebiome [-hroc] <block> <expression></expression></block>	sets biome according to formula
~~ CLIPBOARD COMMAND	S~~	//setbiome <biome type=""></biome>	sets selected area to the specified biome type
//cut	cuts selected region	/biomelist	lists the available biome types
//copy	copies selected region, including your position relative to the selection	Dionelist	ilsts the available biothe types
//paste	pastes the clipboard		
//rotate <y-axis> [x-axis] [z-axis]</y-axis>	rotates the clipboard		
//flip [direction]	flips the clipboard		



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