

Minecraft Essentials

~~~ CONVENIENCE COMMANDS ~~~

/time set <day night 1000, etc.>	sets the time
/gamerule doDaylightCycle false	stops the time of day from changing
/weather <clear, etc.>	changes the weather

~~~ ITEM COMMANDS ~~~

/give <player> <item> [amount]	puts the selected item in the inventory of the specified player (amount optional)
/more	fills item stack in hand to 64
/summon	summons an object or creature
/enchant [enchantment] [level]	enchants item in hand

~~~ LOCATION COMMANDS ~~~

/spawnpoint	sets spawn point to current location
/setwarp <warp name>	creates a new warp location
/getpos [player]	shows your current coordinates (or another player's, if specified)
/tppos <x> <y> <z>	teleports you to specified coordinates

~~~ MULTIPLAYER COMMANDS ~~~

/tp <player> <player to teleport to>	if only 1 player is specified it will teleport you to that player
/tpahere <player>	asks player to accept teleport request to you
/tpaccept	accepts a teleport request
/nick <nickname>	sets a nickname to display instead of username
/afk	sets your status to afk

~~~ MISCELLANEOUS COMMANDS ~~~

/seed	shows the seed for the world you're in
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Towny

~~~ PLOT COMMANDS ~~~

/plot	shows all /plot commands
/plot set name	names an owned plot
/plot perm	shows the perm line of the plot you're standing in

Towny (cont)

/plot claim	claims an area of plots for sale around where you're standing
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~~~ TOWN COMMANDS ~~~

/town	shows your town's town screen
/town ?	shows all /town commands
/town new <town name>	creates a new town
/town name <name>	changes your town's name
/town homeblock	sets the homeblock/spawn point of your town
/town join <town name>	to join a town (as long as it doesn't require invites)

~~~ NATION COMMANDS ~~~

/nation	shows your nation's nation screen
/nation ?	shows all /nation commands
/nation new <name> [capitol town]	creates a new nation & optionally specifies a town as the capitol
/nation set capitol <town>	to set your nation's capitol
/nation set name <name>	to change your nation's name
/nation set spawn	to set your nation's spawn point
/nation set title <name> <title>	(King command) adds a title to a member of the nation
/nation set surname	(King command) adds a suffix to a member of the nation
/nation ally add <nation> .. <nation>	adds a nation to your nation's ally list
/nation enemy add <nation> .. <nation>	adds a nation to your nation's enemy list

~~~ WORLD COMMANDS ~~~

/townyworld /tw	shows world settings for the world you're in
/townyworld ?	shows all /tw commands

/tw set wildname <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

#### ~~~ RESCUE & MISC. COMMANDS ~~~

|                                   |                                                                     |
|-----------------------------------|---------------------------------------------------------------------|
| <b>/butcher</b>                   | Kills all hostile mobs (and only hostile ones)                      |
| <b>/ex</b>                        | extinguishes fires                                                  |
| <b>/unstuck</b>                   | if you get stuck in a block it moves you up to the first free spot  |
| <b>/ascend</b> [number of levels] | moves you up, even through solid blocks (number of levels optional) |
| <b>/thru</b>                      | moves you through the wall you're looking at                        |

#### ~~~ BUILDING COMMANDS ~~~

|                                     |                                                                        |
|-------------------------------------|------------------------------------------------------------------------|
| <b>//hpos1</b>   <b>//hpos2</b>     | Sets position 1 or 2 to the block you're looking at                    |
| <b>//expand</b> <amt> <direction>   | expands selected area by that number of blocks in that direction       |
| <b>//contract</b> <amt> <direction> | shrinks selected area by that number of blocks in that direction       |
| <b>//set</b> <block>                | sets all blocks within the selection to the specified block type       |
| <b>//replace</b> <block1> <block2>  | replaces all type 1 blocks within the selected area with type 2 blocks |
| <b>//fixwater</b> <radius>          | levels nearby pools of water (also works with <b>//fixlava</b> )       |

#### ~~~ CLIPBOARD COMMANDS ~~~

|                                            |                                                                           |
|--------------------------------------------|---------------------------------------------------------------------------|
| <b>//cut</b>                               | cuts selected region                                                      |
| <b>//copy</b>                              | copies selected region, including your position relative to the selection |
| <b>//paste</b>                             | pastes the clipboard                                                      |
| <b>//rotate</b> <y-axis> [x-axis] [z-axis] | rotates the clipboard                                                     |
| <b>//flip</b> [direction]                  | flips the clipboard                                                       |

### Advanced WorldEdit

#### ~~~ GENERATION COMMANDS ~~~

|                                                                 |                                                           |
|-----------------------------------------------------------------|-----------------------------------------------------------|
| <b>//cyl</b> <block> <radius> [,radius] [height]                | creates a vertical cylinder                               |
| <b>//hcyl</b> <block> <radius> [,radius] [height]               | creates a hollow vertical cylinder                        |
| <b>//sphere</b> <block> <radius> [,radius,radius] [true false]  | creates a sphere; specify "true" to make it raised        |
| <b>//hsphere</b> <block> <radius> [,radius,radius] [true false] | creates a hollow sphere; specify "true" to make it raised |
| <b>//pyramid</b> <block> <size>                                 | creates a pyramid                                         |
| <b>//hpyramid</b> <block> <size>                                | creates a hollow pyramid                                  |
| <b>//forestgen</b> [size] [type] [density]                      | creates a forest                                          |
| <b>/pumpkins</b> [size]                                         | creates a pumpkin forest                                  |

#### ~~~ SUPER PICKAXE COMMANDS ~~~

|                          |                                     |
|--------------------------|-------------------------------------|
| <b>//</b>                | toggles the super pickaxe           |
| <b>/sp single</b>        | switch to single block pickaxe mode |
| <b>/sp area</b> <range>  | switch to area pickaxe mode         |
| <b>/sp recur</b> <range> | switch to recursive pickaxe mode    |

#### ~~~ BIOME COMMANDS ~~~

|                                                     |                                                |
|-----------------------------------------------------|------------------------------------------------|
| <b>//generatebiome</b> [-hroc] <block> <expression> | sets biome according to formula                |
| <b>//setbiome</b> <biome type>                      | sets selected area to the specified biome type |
| <b>/biomelist</b>                                   | lists the available biome types                |

