

### Minecraft Essentials

#### ~~ CONVENIENCE COMMANDS ~~

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

#### ~~ ITEM COMMANDS ~~

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

#### ~~ LOCATION COMMANDS ~~

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

#### ~~ MULTIPLAYER COMMANDS ~~

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

#### ~~ MISCELLANEOUS COMMANDS ~~

<b>/seed</b>	shows the seed for the world you're in
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### Towny

#### ~~ PLOT COMMANDS ~~

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

### Towny (cont)

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

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

#### ~~ NATION COMMANDS ~~

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

#### ~~ WORLD COMMANDS ~~

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

`/tw set wildname <name>` sets the name of the wilderness

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~~ *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

