Cheatography

Minecraft/Mod Commands Cheat Sheet

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

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

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

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

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

Advanced WorldEdit

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

~~ *SUPER PICKAXE COMMANDS* ~~	
//	toggles the super pickaxe
/sp single	switch to single block pickaxe mode
/sp area <range>	switch to area pickaxe mode
/sp recur <range>	switch to recursive pickaxe mode

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

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