WorldEdit Cheatsheet

Everything in Minecraft is a block, even air! To remove blocks, use **//set air**

> Regions

//set <pattern> - Sets all the blocks in a region to this pattern
//line <pattern> [thickness] - Draws a line between points
//replace [mask] <pattern> - Replaces mask in selection with pattern
//overlay <pattern> - Sets blocks on top of region
//walls <pattern> - Build the four sides of a selection
//faces <pattern> - Build the walls, ceiling and floor of a selection
//move <amount> [direction] - Move selection
//stack <amount> [direction] - Stack selection by amount in direction
//hollow [thickness] [pattern] - Hollows out a selection with pattern

> Block Properties

You can use block properties in masks and patterns:

grass_block[snowy=true]

birch_plank[type=top]

oak_fence[east=true]

lever[face=wall,facing=north]

> Brush

TIP: Make sure you change to a different tool in your hand (like a diamond shovel) before using the //brush command as it will bind to and replace that tool, even the WorldEdit wand!

//brush forest <shape> [size] <type> - Paints a forest on the ground, ie *//brush forest sphere 2 jungle*
//brush sphere <pattern> [radius] - Paints the pattern. Some blocks will fall if effected by gravity (ie sand)
//brush raise <shape> [radius] - Raises blocks painted by 1 block
//brush lower <shape> [radius] - Lowers blocks painted by 1 block

> Block Tags

Masks can also reference Block Tags, here are a few examples:

##acacia_logs - Acacia logs and wood including stripped
##beds - Bed blocks of any colour
##climbable - Ladder, vine, scaffolding, weeping vines
##crops - Beetroots, carrots, potatoes, wheat, melon_stem, pumpkin_stem
##slabs - Any slab block
##wooden_stairs - Any stair block that is wooden

> Links

WorldEdit Wiki - https://worldedit.enginehub.org/
Block Tags - https://minecraft.gamepedia.com/Tag
Block Properties - https://minecraft.gamepedia.com/Block_states