

WorldEdit Cheatsheet

F3 - Show debug info, **F3 + H** - Show block IDs in inventory

> Selection

//wand - Get the wand item
//pos1 [coordinates] - Set position 1, or left click with wand
//pos2 [coordinates] - Set position 2, or right click with wand
//hpos1 - Set position 1 at target block
//hpos2 - Set position 2 at target block
//expand <amount> [direction] - Expand selection
//expand vert - Expand selection bedrock to sky
//contract <amount> [direction] - Contract selection
//outset <amount> [-hv] - Expand in all directions
//inset <amount> [-hv] - Contract in all directions
//shift <amount> [direction] - Shift by amount in direction
//desel - Clear selection

> Parameter Key

<parameter> - Required by command
[parameter] - Optional for command

> Coordinates

x,y,z - Each axis separated by a comma but with no spaces, ie 100,64,-25. If left blank, the players feet is used

> Direction

north, south, east, west, up, down, forward. If left blank, forward is used

> Selection Shapes

//sel [shape] - Create a selection based on a shape:

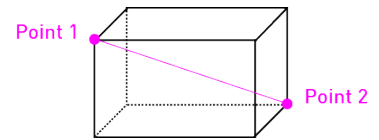
cuboid - Left click cuboid top corner and right click is bottom, opposite corner

poly - 2D polygon. Left click to set first point, right click additional points

sphere - Left click centre point, right click outside (size) of sphere

cyl - Left click centre point, right click outside X and Z axis sizes of cylinder

convex - 3D polyhedron. Left click to set first point, right click additional points



> Mask

Masks tell WorldEdit which blocks to replace.

stone - Replaces only stone blocks

stone,grass_block - Replaces stone and grass blocks

!cobblestone - Replaces every block except cobblestone

>stone - Replaces blocks above a stone block

<bedrock - Replaces blocks below a bedrock block

#solid - Replaces blocks that are considered solid

##carpets - Replaces all blocks in the carpets tag (see Block Tags)

> Patterns

stone - Sets blocks to stone blocks

stone,grass_block - Sets blocks to stone and grass blocks

30%cobblestone,70%coarse_dirt

Sets blocks 30% cobblestone and 70% coarse dirt