

```
from mcpi.minecraft import Minecraft #You only need these next three lines once in the current IDLE screen
from time import sleep
mc = Minecraft.create()
```

Teleportation:

```
x, y, z = mc.player.getPos()
mc.player.setPos(x, y+100, z)
```

Timers

```
sleep(10) #Pauses 10 seconds, then starts the next command
```

Looping

```
while True:
    x, y, z = mc.player.getPos()
    mc.setBlock(x, y, z, flower)
    sleep(0.1)
```

Blocks

```
x, y, z = mc.player.getPos()
stone = 1
mc.setBlock(x+1, y, z, stone) #Set a block in front of player of type stone
```

#You can also type in:

```
mc.setBlock(x+1, y, z, 1) #Gets the same results as the command above
```

```
wool = 35
orange = 1
mc.setBlocks(x, y, z, x+10, y+10, z+10, wool, orange) #Set a 10x10x10 cube of orange wool.
```

```
AIR = Block(0)
STONE = Block(1)
GRASS = Block(2)
DIRT = Block(3)
COBBLESTONE = Block(4)
WOOD_PLANKS = Block(5)
SAPLING = Block(6)
BEDROCK = Block(7)
WATER_FLOWING = Block(8)
WATER = WATER_FLOWING
WATER_STATIONARY = Block(9)
LAVA_FLOWING = Block(10)
LAVA = LAVA_FLOWING
LAVA_STATIONARY = Block(11)
SAND = Block(12)
GRAVEL = Block(13)
GOLD_ORE = Block(14)
IRON_ORE = Block(15)
COAL_ORE = Block(16)
WOOD = Block(17)
LEAVES = Block(18)
GLASS = Block(20)
LAPIS_LAZULI_ORE = Block(21)
LAPIS_LAZULI_BLOCK = Block(22)
SANDSTONE = Block(24)
BED = Block(26)
COBWEB = Block(30)
GRASS_TALL = Block(31)
WOOL = Block(35)
FLOWER_YELLOW = Block(37)
FLOWER_CYAN = Block(38)
MUSHROOM_BROWN = Block(39)
MUSHROOM_RED = Block(40)
GOLD_BLOCK = Block(41)
```

IRON_BLOCK = Block(42)
STONE_SLAB_DOUBLE = Block(43)
STONE_SLAB = Block(44)
BRICK_BLOCK = Block(45)
TNT = Block(46)
BOOKSHELF = Block(47)
MOSS_STONE = Block(48)
OBSIDIAN = Block(49)
TORCH = Block(50)
FIRE = Block(51)
STAIRS_WOOD = Block(53)
CHEST = Block(54)
DIAMOND_ORE = Block(56)
DIAMOND_BLOCK = Block(57)
CRAFTING_TABLE = Block(58)
FARMLAND = Block(60)
FURNACE_INACTIVE = Block(61)
FURNACE_ACTIVE = Block(62)
DOOR_WOOD = Block(64)
LADDER = Block(65)
STAIRS_COBBLESTONE = Block(67)
DOOR_IRON = Block(71)
REDSTONE_ORE = Block(73)
SNOW = Block(78)
ICE = Block(79)
SNOW_BLOCK = Block(80)
CACTUS = Block(81)
CLAY = Block(82)
SUGAR_CANE = Block(83)
FENCE = Block(85)
GLOWSTONE_BLOCK = Block(89)
BEDROCK_INVISIBLE = Block(95)
STONE_BRICK = Block(98)
GLASS_PANE = Block(102)
MELON = Block(103)
FENCE_GATE = Block(107)
GLOWING_OBSIDIAN = Block(246)
NETHER_REACTOR_CORE = Block(247)

WOOL:

0: White
1: Orange
2: Magenta
3: Light Blue
4: Yellow
5: Lime
6: Pink
7: Grey
8: Light grey
9: Cyan
10: Purple
11: Blue
12: Brown
13: Green
14: Red
15: Black

WOOD:

0: Oak (up/down)
1: Spruce (up/down)
2: Birch (up/down)

SAPLING:

- 0: Oak
- 1: Spruce
- 2: Birch

GRASS_TALL:

- 0: Shrub
- 1: Grass
- 2: Fern

TORCH:

- 1: Pointing east
- 2: Pointing west 3: Pointing south
- 4: Pointing north
- 5: Facing up

STONE_BRICK:

- 0: Stone brick
- 1: Mossy stone brick
- 2: Cracked stone brick
- 3: Chiseled stone brick

STONE_SLAB / STONE_SLAB_DOUBLE:

- 0: Stone
- 1: Sandstone
- 2: Wooden
- 3: Cobblestone
- 4: Brick
- 5: Stone Brick

TNT:

- 0: Inactive
- 1: Ready to explode

LEAVES:

- 1: Oak leaves
- 2: Spruce leaves
- 3: Birch leaves

SANDSTONE:

- 0: Sandstone
- 1: Chiseled sandstone
- 2: Smooth sandstone

STAIRS_[COBBLESTONE, WOOD]:

- 0: Ascending east
- 1: Ascending west
- 2: Ascending south
- 3: Ascending north
- 4: Ascending east (upside down)
- 5: Ascending west (upside down)
- 6: Ascending south (upside down)
- 7: Ascending north (upside down)

LADDERS, CHESTS, FURNACES, FENCE_GATE:

- 2: Facing north
- 3: Facing south
- 4: Facing west
- 5: Facing east

[WATER, LAVA]_STATIONARY:

- 0-7: Level of the water, 0 being the highest, 7 the lowest