

Minecraft Class Preamble: mc Example: mc.getBlock(1,8,-16)

Method	Arguments	Returns	Description
getBlock	x, y, z	blockId: int	Get the block ID at co-ordinates
getBlockWithData	x, y, z	vec3: obj	Get a block object at co-ordinates.
getBlocks	x0, y0, z0, x1, y1, z1	[int]	Get block ids in cuboid between two co-ordinates.
setBlock	x, y, z, id, [state]		Sets a block at co-ordinates. State is an optional argument between 0–15.
setBlocks	x0, y0, z0, x1, y1, z1, id, [state]		Sets blocks between two sets of co-ordinates. State is an optional argument between 0–15.
getHeight	x,z	int	Returns the highest block at a point.
getPlayerEntityIds		[int]	Returns the IDs of all players connected to the game.
saveCheckpoint			Saves the current state of the game.
restoreCheckpoint			Restores the game to the latest save.
postToChat	message: str		Posts a message to the chat.
setting	key, stat: bol		Changes the settings of the world. Key values: world_immutable, nametags_visible

Player Class Preamble: mc.player Example: mc.player.getPos()

getPos	x, y, z	vec3: obj	Returns the player's position as an object with floats.
setPos	x, y, z		Sets the player's position using floats.
getTilePos	x, y, z	vec3: obj	Returns the player's position as an object with integers.
setTilePos	x, y, z		Sets the player's position using integers.
setting	key, stat: bol		Changes the player's settings. Key values: autojump

Events Class Preamble: mc.events Example: mc.events.pollBlockHits()

clearAll			Clears all events from buffer.
pollBlockHits		[vec3: obj]	Returns an array of block hits. Block hits created with sword right click.

Camera Class Preamble: mc.camera Example: mc.camera.setFixed()

setNormal	[entityID]		Sets the camera to normal for a list of player entities.
setFixed			Sets the camera to fixed.
setFollow	[entityId]		Sets the camera to follow for a list of player entities.
setPos	x, y, z		Sets the camera position to co-ordinates.

Entity Class Preamble: mc.entity Example: mc.entity.getPos(3)

getPos	id: int	vec3: obj	Gets the position of the entity as floats
setPos	entityId:int, x, y, z		args: ()
getTilePos	entityId: int	vec3: obj	Returns the position of an entity as a vector with integers.
setTilePos	entityId:int, x,y,z		Sets the position of an entity with integers.
setting	entityId: int, key, stat: bol		Changes the entity's settings. Key values: autojump

Notes:

- vec3 objects have x, y and z attributes. These attributes can be accessed using dot notation.
- arguments in square brackets [] are optional and do not need to be included
- returned values in square brackets [] are lists of values
- the getBlocks() method does not work
- certain methods are buggy on multi-player