

From
sk89q's
Wiki

[WorldEdit \(WE\)](#) [worldedit-forge-mc1.8-6.1.1-SNAPSHOT-dist.jar](#) **-slow down and read!**
[WE - Permissions](#)
[WE - Reference](#)
[WE - Copying & Cutting, Pasting, Rotating, Flipping, Loading & Saving, Clear Clipboard](#)

Click the **Link** Column to get more information about a particular command.

Command	Parameters	Use	Link	Description
//		B c C M S s	SP	Toggle the super pick axe.
/.s	[args...]	B c C M S s	Scr	Re-execute last CraftScript.
/ascend	[# of levels]	B c C M S s	GA	Go up one level (no entry ascends 1).
/biomeinfo	-p -t	B c C M S s	Ref	Get biome information for the selection. Use the block where you stand. Use the block you are looking at.
/biomelist		B c C M S s	Ref	List the available biome types.
/brush		B c C M S s	Brs	Selects the brush tool.
/brush		B c C M S s	TI	
/brush clipboard	-a	B c C M S s	Brs	Switch to the clipboard tool. Paste without air.
/brush cylinder	<block> [radius] [height] -h	B c C M S s	Brs	Switch to the cylinder brush tool. Create a hollow cylinder.
/brush ex		B c C M S s	Brs	Selects fire extinguisher brush.
/brush gravity	<radius> -h	B c C M S s	Brs	Select the gravity brush. Selects maximum world height.
/brush smooth	<radius> [iterations] -n	B c C M S s	Brs	Smooth the selection. Change natural terrain only.
/brush sphere	<block> [radius] -h	B c C M S s	Brs	Switch to the sphere brush tool. Create a hollow sphere.
/butcher	[radius] -a -b -f -g -l -n -p -t	B c C M S s	Utl	Kill nearby mobs. Kill friendly animals. Kill ambient mobs. (Works) Compounds all previous flags. Kill Golems. Lightning strikes killed mobs. Kill NPCs (such as villagers). Kill pets (such as tamed wolves). Kill mobs with tag names.
/ceil	[clearance]	B c C M S s	GA	Get to the ceiling (puts a glass block below you).
//center	<marker block>	B c C M S s		Marks the center of a selection.
//chunk		B c C M S s	Sel	Select your current chunk selection.
/chunkinfo		B c C M S s	CT	Get the filename of the chunk you are in.
/clearclipboard		B c C M S s	Clp	Clear your clipboard.
//clearhistory		B c C M S s	Hst	Clear your history.
//contract	<amount>	B c C M S s	Sel	Contracts the selection in the direction that you are looking toward.
	<amount> [direction]	B c C M S s	Sel	Contracts the selection in the specified direction (north, east, south, west, up, down, me).
	<amount> <reverse-amount> [direction]	B c C M S s	Sel	Contracts the selection in two directions at once (N&S, E&W, U&D).
//copy		B c C M S s	Clp	Copies the current selection. Know that it stores your position relative to that selection when copied, and duplicates it when pasted.
//count	<block> [direction]	B c C M S s	Sel	Counts the blocks in your selection.
/cs	<script> [args...]	B c C M S s	Scr	Executes a script.
//curve	<block> [thickness] -h	B c C M S s	Per	Draws a spline through selected points. Generates a shell.

//cut		B c C M S s	Clp	Cuts the currently selected selection.
/cyclcr		B c C M S s	Tl	Block data cyclcr tools.
//cyl	<block> <radius> [height]	B c C M S s	Gn	Create a vertical cylinder.
//deform	<expression> -o -r	B c C M S s	RO	Deforms the selection with an expression. Use raw coordinate offsets at /pos1. Use raw coordinates, from debug (F3).
/delchunks		B c C M S s	CT	Generate a shell script to delete chunks.
/deltree	enable/disable	B c C M S s	Tl	Floating tree/mushroom removal tools.
/descend	[# of levels]	B c C M S s	GA	Go down one level (no entry descends 1).
//desel		B c C M S s	Sel	Deselect the current selection, cancel //sel.
//distr	-c -d	B c C M S s	Sel	Lists the selected block distribution. Distribution of clipboard. Separates blocks by data.
//drain	<radius>	B c C M S s	Utl	Drain nearby water/lava pools (must be within 1 block of lava/water).
//ex	[size]	B c C M S s	Utl	Extinguish nearby fires.
//expand	<amount>	B c C M S s	Sel	Expands the selection in the direction that you are looking.
	<amount> <direction>	B c C M S s	Sel	Expands selection in the specified direction (north, east, south, west, up, down, me).
	<amount> <reverse-amount> [direction]	B c C M S s	Sel	Expands the selection in two directions at once (N&S, E&W, U&D).
	vert	B c C M S s	Sel	Expands the selection from sky to bedrock.
//faces	<block>	B c C M S s	Ref	Build walls, floor, and ceiling.
/farwand		B c C M S s	Tl	Selects the long distance wand.
//fast		B c C M S s	Gn	Toggle fast mode.
//fill	<block> <radius> [depth]	B c C M S s	Utl	Fill a hole.
//fillr	<block> <radius>	B c C M S s	Utl	Fill a hole fully recursively.
//fixlava	<radius>	B c C M S s	Utl	Level nearby pools of lava or water (must be within 1 block of liquid).
//fixwater				
//flip	[dir] -p	B c C M S s	Clp	Flip the clipboard. Flips the selection around the player.
/floodfill	<pattern> <range>	B c C M S s	Tl	Starting at the block right clicked, the flood fill tools recurses through connected blocks as far as range allows, (with the maximum being that of the super pickaxe size limit) and sets all blocks of the original type to the specified pattern.
//flora	[density]	B c C M S s	RO	Scatters tall grass & flowers on grass, cacti on sand.
//forest	[size] [type] [density]	B c C M S s	Gn	Click the link and read sk89q 's description. READ the warning!
/forestgen	[size] [type] [density]	B c C M S s	Gn	Make a forest (on dirt or grass). list of tree types
//generate	<block> <expression>	B c C M S s	Gn	Generates a shape according to a formula.
//generatebiome		B c C M S s	Per	See description at link.
//gmask	[mask]	B c C M S s	Ms	Set a global mask. (see /mask)
//green	[radius]	B c C M S s	Gn	Greens the area within the radius.
//hcyl	<block> <radius> [height]	B c C M S s	Gn	Create a vertical hollow cylinder.
//help		B c C M S s		Calls the Help menu.
//hollow	[<thickness>[<block>]]	B c C M S s	RO	Hollows out the selected object.
//hpos1		B c C M S s	Sel	Set selection position #1 to the block where you look (the plus sign).
//hpos2		B c C M S s	Sel	Set selection position #2 to the block where you look (the plus sign).
//hpyramid	<block> <size>	B c C M S s	Gn	Create a hollow pyramid.

//hsphere	<block> <radius> [raised?]	B c C M S s	Gn	Create a hollow sphere.
/info		B c C M S s	Ti	Right clicking with this tool provides; "@ (x, y, z) #id (name) [data] (light level emitted/light level above)"
//inset	<amount> -h -v	B c C M S s	Sel	Contract the selection all directions. Only horizontal Only vertical
/jump to		B c C M S s	GA	Jump to the block where you look.
//limit	<number of blocks>	B c C M S s	Ref	Set a maximum number of blocks to change for all operations. This only affects you. Use to prevent catastrophic accidents. This command will not override the limit in the configuration if it is set.
//line	<block> [thickness]	B c C M S s		Draws a line between cuboid corners.
/listchunks		B c C M S s	CT	Print a list of used chunks (to chat).
/head				Replaced by //schematic load.
/lrbuild	<leftclick> <rightclick>	B c C M S s	Ti	Place and destroy blocks at a distance. Just aim and click. Blocks are placed as if you right clicked the block. If you set one of the blocks to air, it will instead delete the block you are targeting.
/mask	<mask> or enable/disable	B c C M S s	Ms	Sets a mask for the brush commands. Allows you to restrict what blocks will be affected (see below).
Available masks	Examples	Descriptions		
	rock,glass	List of blocks to affect only (white list).		
	!rock,glass	Blocks to not affect (blacklist).		
	#existing	Existing (non air blocks) only. Same as !0.		
	>rock,glass	Only place above certain blocks.		
	<rock,glass	Only place below certain blocks.		
	#region	Restrict to your current selection.		
Note that masks can be combined to form a mask that will only match if all the masks in it match. Create combined masks by separating the above masks with a space when using the /mask or /gmask commands.				
Warning: Currently block data is not supported, so you can't filter by wool color, for example.				
/mat	<mat>	B c C M S s	Brs	Change the material used by your current brush.
me	Works with most Region Operation & Selection commands	B c C M S s	Sel	Alternate direction command (n, s, e, w, u, d). Change occurs in the direction you are looking.
//move	[count] [direction] [leave-id] -s	B c C M S s	RO	Move the selection's contents. A block can be specified to fill in the left over area.
	2 me 1 or 2 me stone			Moves the selection 2 blocks in the direction you're looking and leaves smooth stone.
//naturalize		B c C M S s	RO	Replaces top 3 layers of stone with dirt & grass.
/none		B c C M S s	Brs	unbind the current selected tools or brush.
		B c C M S s	Ti	unbind the current selected tools or brush.
//outline			RO	Replaced by //faces.
//outset	<amount> -h -v	B c C M S s	Sel	Expand the selection all directions. Only horizontal Only vertical
//overlay	<block>	B c C M S s	RO	Place cover blocks on top of selected blocks.
//paste	<block> -a -o	B c C M S s	Clp	Pastes the clipboard. Air blocks are ignored. Pastes at the original position.
//pos1		B c C M S s	Sel	Set selection position #1 to the block above the one that you are standing on.

//pos2		B c C M S s	Sel	Set selection position #2 to the block above the one that you are standing on.
/pumpkins	[size]	B c C M S s	Gn	Make a pumpkin forest.
//pyramid	<block> <size>	B c C M S s	Gn	Create a pyramid.
/range	[pattern]	B c C M S s	Brs	Set the range of the brush.
//redo	[number of steps]	B c C M S s	Hst	Redo your last (undone) action. This command replays back history and does not repeat the command.
//regen		B c C M S s	RO	Regenerate the selection.
/remove	<type> <radius>	B c C M S s	Utl	Remove the following items: loose items & drops, arrows, boats, mine carts, tnt, or xp.
//removeabove	[size] [height]	B c C M S s	Utl	Remove blocks above your head.
//removebelow	[size] [height]	B c C M S s	Utl	Remove blocks below your feet.
//removenear	[block] [size]	B c C M S s	Utl	Remove blocks near you.
/repl	<block>	B c C M S s	TI	Switch to the block replacer tools.
//replace	<to-block>	B c C M S s	RO	Replace all non-air blocks inside the selection.
	<from-block> <to-block>	B c C M S s	RO	Replace all blocks of the specified block(s) with another block inside the selection.
//replacenear	<size> <from-id> <to-id>	B c C M S s	Utl	Replace all existing blocks nearby.
//restore	[snapshot]	B c C M S s	Ref	Restore the selection from a snapshot.
//rotate	<angle-in-degrees>	B c C M S s	Clp	Rotate the clipboard.
//save				Replaced by //schematic save.
//schematic	formats	B c C M S s	Clp	Display available schematic formats.
//schematic	list	B c C M S s	Clp	List all available schematics.
//schematic	load <format> <filename>	B c C M S s	Clp	Load .schematic to clipboard.
//schematic	save <format> <filename>	B c C M S s	Clp	Save clipboard to .schematic. (MCEdit is currently the only format)
//searchitem	<item>	B c C M S s	GC	Search for an item by its name or number (no meta-data).
//sel	<cuboid extend poly ellipsoid sphere cyl>	B c C M S s	Sel	Choose the region shape to use for selections.
//set	<block>	B c C M S s	RO	Set all blocks inside the selection to a specified block. //set 25%stone,50%ironore,25%coalore.
//setbiome	<biome type> -p	B c C M S s	Ref	Set the selected area to a chosen weather. Changes the column where you stand.
//shift	<amount> [direction]	B c C M S s	Sel	Moves the selection, but not the contents.
/size	<brush radius>	B c C M S s	Brs	Change the size of the current brushes.
//size		B c C M S s	Sel	Get the size of selection.
//smooth	[iterations]	B c C M S s	RO	Smooth the selection's height map.
/snapshot				Replaced by //schematic
//snap after				
//snap before				
//snap list				
//snap sel				
//snap use				
//snow	[radius]	B c C M S s	Utl	Simulate snow cover.
//sphere	<block> <radius> [raised?]	B c C M S s	Gn	Create a sphere.
//stack	[count] [direction] -a -s	B c C M S s	RO	Stacks the selection. not stack air repeat stack command

/superpickaxe /sp area /sp recur /sp single	<range> <range>	B c C M S s	SP	Select superpickaxe mode (click the link). Switch to area mode (no drops). Switch to recursive mode (no drops). Switch to single block mode (drops).
//thaw	[radius]	B c C M S s	Utl	Thaw/remove snow and Ice.
/thru		B c C M S s	GA	Go through the wall you are looking at.
/toggleeditwand		B c C M S s	Sel	Toggles the edit wand selection mode, you may then use the edit wand item normally.
//toggleplace		B c C M S s	Utl	Toggle between using pos #1 and your current position.
/tool		B c C M S s	TI	Select and bind a tool.
/tool tree		B c C M S s	TI	Bind a tool to the tree generator.
/tree	[type]	B c C M S s	TI	Switch to the tree tools. list of tree types
//undo	[num-steps]	B c C M S s	Hst	Undo your last action.
/unstuck		B c C M S s	GA	Go up to the first free spot.
/up	[distance]	B c C M S s	GA	Go up some distance.
//walls	<block>	B c C M S s	RO	Build the 4 walls of the selection.
//wand		B c C M S s	Sel	Gives you the "edit wand" (by default, a wooden axe). Left click with this tool to select position 1 and right click to selection position 2.
/we		B c C M S s	WE	WorldEdit commands.
/we cui		B c C M S s	WE	Complete CUI handshake.
/we help		B c C M S s	WE	Complete list of WE commands.
/we reload	worldedit.reload	B c C M S s	WE	Reload WorldEdit.
/we tz		B c C M S s	WE	Set your time zone, this is temporary.
/we version		B c C M S s	WE	Get WorldEdit version.
Bukkit		B	Brs	Brush
Canary		c	Clp	Clipboard
Single Player Console		C	CT	Chunk Tool
MinecraftEdu		M	GA	Getting Around
Single Player Commands/WE Wrapper		S	GC	General Command
Spout		s	Gn	Generation
		Black = Not tested	Hst	History
			Ms	Mask
		Red = Not applicable	Ref	Reference
			RO	Region Operations
		Green = Working	Scr	Scripting
			Sel	Selection
		Violet = Broken	SP	Super Pickaxe
			TI	Tools
			Utl	Utilities
			WE	World Edit