tunnel.js

tunnel.js is a Minecraft WorldEdit craftscript that I made to create a tunnel in Minecraft.

Why a tunnel? I just like making tunnels and then sitting in a cart travelling along the tunnel, admiring the scenery. I find it very relaxing.

Digging tunnels, or even using several WorldEdit commands, is a bit tedious so I decided to make a script (even before I knew that craftscripts existed) to easily and quickly make tunnels.

Contents

How to use tunnel.js

The following instructions assume that you can (and do) already run craftscripts on your Minecraft. If you cannot, please skip to the 'Before using tunnel.js' section and come back here when you get all that sorted out.

1. At the console you can type the command "**/cs tunnel.js**" to get the correct parameter usage.

    The script parameters are:
    a. Length - compulsory, a minimum of 3 blocks
    b. Height - compulsory, a minimum of 3 blocks
    c. Width - compulsory, a minimum of 3 blocks and an odd number (so player is centred)
    d. Features - optional, 1 = Torches, 2 = Powered rail, 4 = Teleport to end of tunnel - add the numbers to combine features e.g. 3 (1 + 2) = Torches & Powered rail - or leave blank for a blank tunnel (gets a bit dark under ground though!)

2. The command **"/cs tunnel.js 100 10 5 3"** will create a tunnel 100 blocks long,10 blocks high, 5 blocks wide and it will have torches and powered rails.

3. That's essentially it.

What tunnel.js does

This script makes a tunnel by turning everything into air.

- If there is water or lava around (or sand or gravel above) the tunnel, it will turn it into glass (to stop the water / lava / etc running into the tunnel). The tunnel starts 1 block behind the player and moves forward (very fast), making the tunnel as it goes.

- The tunnel floor is made of glass (except if you nominate the tunnel feature 'Powered rail', in which case the centre of the glass floor is brick with the rail on top).
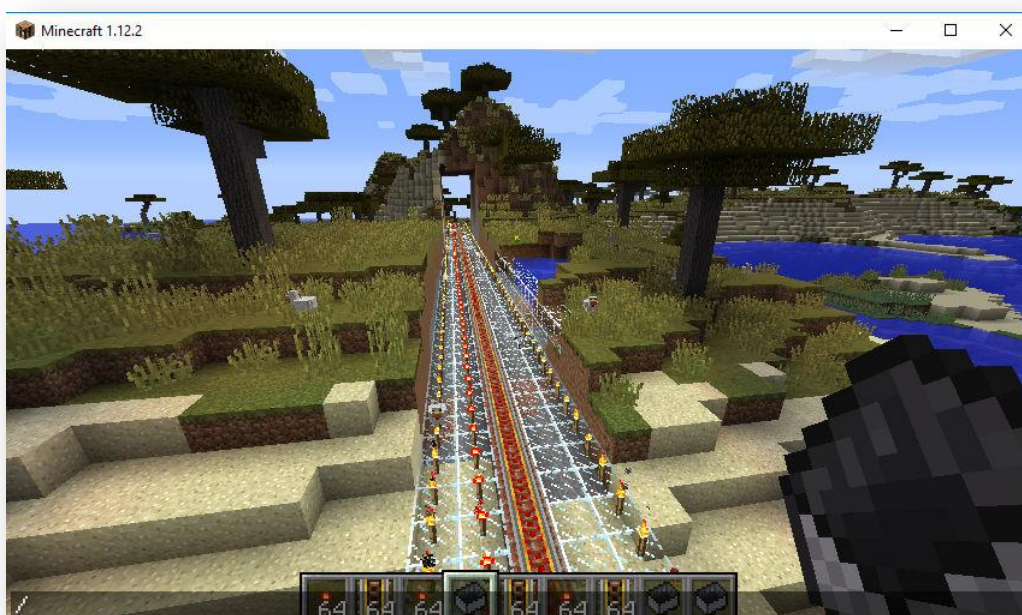
The tunnel starts 1 block behind the player, with the floor of the tunnel immediately under the feet of the player (i.e. the player is standing on the floor of the tunnel). If the player is under water, this will ensure that there is a wall (of glass) behind them.

As water and lava can flow, the script creates a small glass 'sidewall' (for the sides) or umbrella (for the top) before and after the water / lava to prevent it flowing into the tunnel.
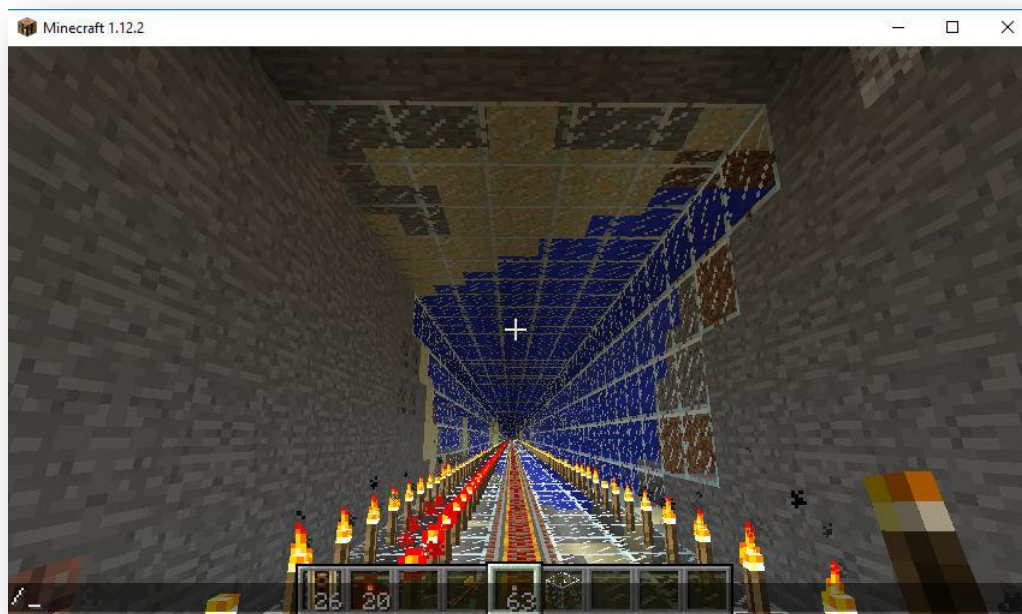
Glitchyness

Sometimes (on long / large tunnels) the script will not work perfectly and some water, lava, sand or gravel will get into the tunnel (it's annoying). If this happens, just redo the script and that usually fixes it.
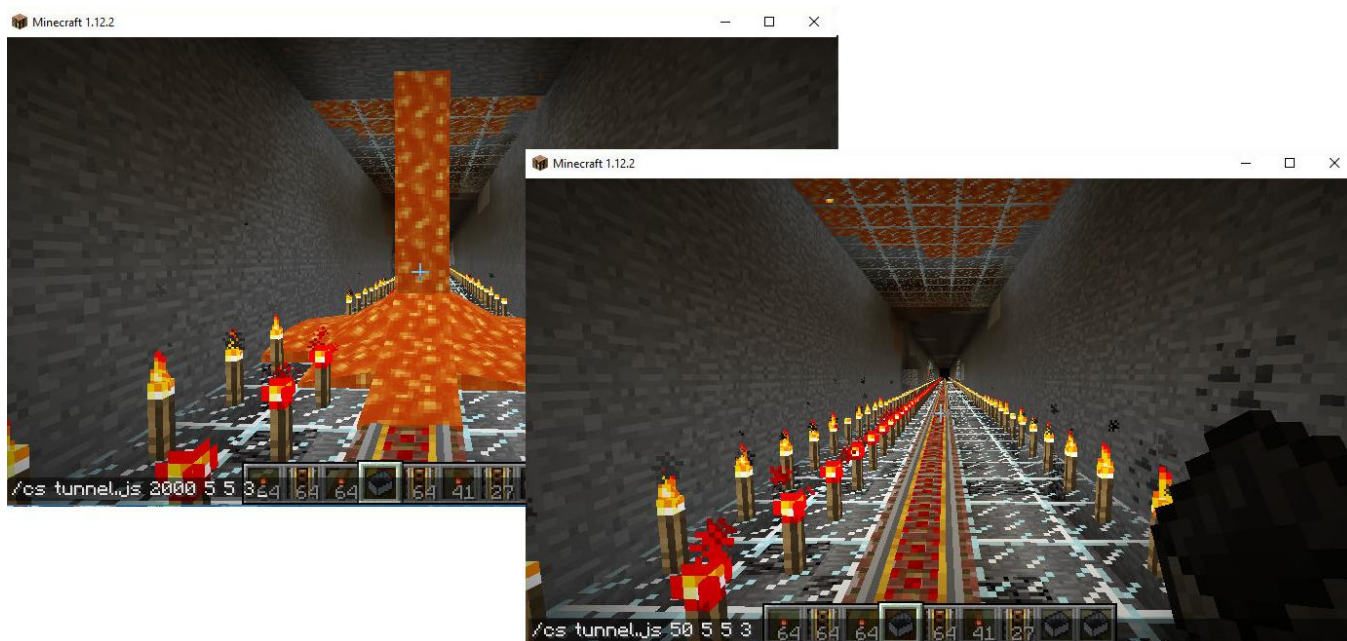
"Failed to execute Script timed out"

This time-out error occurs when the tunnel is 'too big' and Minecraft (WorldEdit really) will abort the script if it is taking too long.

By default the setting is "scripting-timeout=3000" ms (= 3 seconds). Try increasing this setting to 10000 (10k) to enable you to build bigger tunnels (change in "…\.minecraft\config\worldedit\worldedit.properties").

On my old / slow PC (with "scripting-timeout=10000" / 10k), 'too big' is about 200,000 blocks (e.g. L=2000 x H=10 x W=10 = 200k).

If the script aborts, it may look like it worked but as you go along you may find it didn't complete properly. You can do an "/undo" and run the script again but make the tunnel shorter / smaller.

If you feel lucky, you can just move forward and if you encounter any weirdness, just run the script again (like in 'Glitchyness' above).
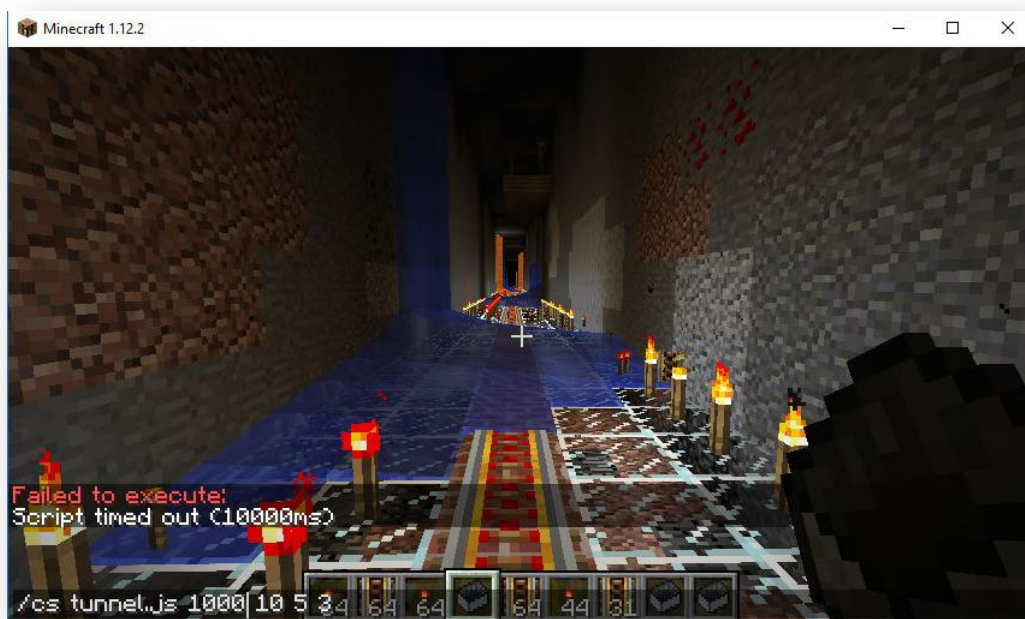
Before using tunnel.js

To use a craftscript you need to have installed and configured: Minecraft, WorldEdit and Rhino (a JavaScript engine - required for scripting support).

Note: It is beyond the scope of these instructions to cover the acquisition, installation and configuration of these. Each of them can be tricky. If you need help, Google is your friend.

Having said that, here are some links that may be helpful:

- Minecraft
  - https://help.mojang.com/customer/en/portal/articles/325947-where-can-i-buy-minecraft-
- WorldEdit
  - http://wiki.sk89q.com/wiki/WorldEdit
  - http://wiki.sk89q.com/wiki/WorldEdit/Installation/Single_player
- Rhino
  - http://wiki.sk89q.com/wiki/WorldEdit/Scripting/Development
  - http://wiki.sk89q.com/wiki/WorldEdit/Installation/Single_player

Acknowledgements

In constructing this script I studied and incorporated some great ideas from (mainly) the following creators.

- inHaze
    - http://inhaze.net
    - https://www.planetminecraft.com/member/inhaze/
    - script: Build Commands for WorldEdit - Copyright (C) 2015 inHaze
      http://inhaze.net/resources/build_commands/

- sk89q
    - http://www.sk89q.com
    - http://wiki.sk89q.com/wiki/WorldEdit
    - script: Quick shot music layout - Copyright (C) 2011 sk89q
      https://searchcode.com/codesearch/view/7410991/

- boy0001
    - http://boydti.com/
    - script: Fast Async WorldEdit
      https://www.spigotmc.org/resources/fast-async-worldedit-voxelsniper.13932/
      https://github.com/boy0001/FastAsyncWorldedit

Disclaimer / About me

I am not a Minecraft, WorldEdit or programming / JavaScript expert - I would describe myself as 'novice' at best, in all of these.

I cannot help solve your Minecraft, WorldEdit or programming / JavaScript problems (I hardly know what I am doing myself much of the time). Try Google or some of the forums that are out there (some are linked on the pages of other creators that I acknowledged).

If you have any problems running my script, I doubt I can help you. It runs on my configuration (see below) – your configuration is your problem.

- HP PC – AMD 3.7GHz, 8GB, AMD Radeon R5, WIN10 64-bit
- Minecraft Java Edition – Forge 1.12.2-forge1.12.2-14.23.4.2705, WorldEdit 6.1.8-SNAPSHOT

I wrote this script by studying other (very good) scripts (see above where I acknowledge some coders) and leaning hard on Google.

I understand that (probably) much of my code could be improved. If you wish, please feel free to improve / change it to suit your needs. If you do, please send me a copy of your code as I would like to see what you have done and learn from your work.

If you have any suggestions or ideas regarding my script, feel free to let me know.

You can find this document, the script and other stuff at http://bmcbeth.com/tunnel. This location is also in the header-code of the script.

Cheers.