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**How to put a schematic into minecraft server**

written by RJ Wattenhofer This tutorial will explain how to clear & flatten an area of your Minecraft World and then import a schematic using world editor MCEdit. If you don't already have MCEdit installed on your computer, visit our resource section where you'll find a link to download the program. In addition, on the Resources Page you will see a link to MCSchematics, an excellent source of member submitted Minecraft schematics that you are free to download and use. MCEdit is available in 32-bit and 64-bit. If you're not sure which version to download, open your computer's system properties through Control Panel and check what you're running. To import your schematic: STEP ONE, follow these steps: After downloading MCEdit, move the .zip file to a new folder and extract the files using a program like WinRAR. The content should be exactly as seen in the picture above. Double-click the program to start the program. STEP TWO: When the program is open, you will have the ability to create a new world, load a pre-existing world or open a level Dat file. In connection with this article we will load a world. STEP THREE: Your Minecraft world is now open and ready to edit. It will take a little to get used to the graphics, but when you do, you have no trouble recognizing objects. An example is the purple colored trees. Any blocks introduced into Minecraft after the latest version of MCEdit displayed this color. No worries: You can edit/import them, but you will need to double check they are placed correctly in the world if you manipulate them in any way. Similarly, items like dispensers will not rotate, so you will need to replace them in the world after importing a schematic you have rotated that includes dispensers. STEP FOUR: The area of our world where we want to place our schematic is pretty bumpy, so lets flatten it out. Using the W, A, S, D, Q, and Z keys, navigate the white box into a corner of the area we want to clear and place it on top of the lowest grass level. Left click and hold the mouse button. So, using the previously mentioned navigation keys (continue to hold the left mouse button), drag the box out and up until it completely covers the area you want to flatten. Make sure the box extends upwards and is completely over the top of the trees. Left click the mouse, and then click 'Delete Blocks'. STEP FIVE: We've leveled the ground; but areas of the previously hidden bottom level are now exposed and not very visually appealing. Let's add some grass. STEP SIX: Once again, place the white box in one of the corners of the cleared area, this time (using the mouse) move it down a level so that it is inside the top level. Drag the white box out and down over the area and that the top layer is covered. The number of blocks you would To pull down below the surface is up to you: All the white box covers will be filled with grass. STEP SEVEN: Left click the mouse and type number four (4) on the keyboard. The yellow box bordering the first box on the menu bar is now moved into fourth place and two screens open. In the item list, click 'OK', and then click 'Fill'. STEP EIGHT: Our flat area is now filled with grass and looks much nicer. We are now ready to import our schedule. Select where you want to place the schema. STEP NINE: Type number six (6) on the keyboard and a new window will pop up. Go to the folder on your computer where your Minecraft schema is stored, and then open it. The example schematically we will use is an oak tree. STEP TI: There are a number of different ways you can manipulate your schematic before importing it, as seen on the menu on the left of the image above (Rotate, Scroll, Flip, etc.). Once you have placed your schematic and are happy with the location click on 'Import'. FINAL PRODUCT: Finish out of MCEdit and open your world using the Minecraft launcher. You imported your schema! Schemas are a specific file format that stores parts of Minecraft worlds using various software such as MCEdit, WorldEdit, Schematica, Minecraft Note Block Studio, and more). Schemas are great for storing important areas of your server and inserting areas to your pre-existing worlds. In this guide, you'll learn how to add schemas, create schemas, and then insert these schemas! Adding schemas to your server through WorldEdit 1. To start, ensure that you have the plugin or against WorldEdit (alternative plugin: FastASyncWorldEdit) installed. You can install the WorldEdit plugin using this guide. You can install WorldEdit mod using this guide. With WorldEdit installed, it's time to add schematically! 2. On the server's control panel, click FTP file access to specify the server's webFTP. 3a. If you are using the WorldEdit plugin, enter the following folders: /plugins/WorldEdit / 3b. If you are using WorldEdit mod, enter the following folders: /config/worldedit/ 4. Click New Folder in that WorldEdit folder, and create a folder named Schemas. 5. It is now time to find a schematic you want to add to your server if you haven't already. You can find some amazing schedules on PlanetMinecraft here! Schemas are files that end with .schema file. For example, this downloads the Starwars spaceship as gunship.schematic. 6. When downloaded, within your server's webFTP click Upload file (s). 7. Select and upload the .schematic files that you downloaded. You have now added schemas to your server! Creating schemas on your server through WorldEdit 1. To save a schematic, start by building the schema on the server. This may be something you would like to build from Simple house, for a classroom, for towers and dungeons and so much more! 2. Once you've built your amazing creation, it's time to save it! Make sure you are an operator on the server, and then run the //wand command. You can up yourself by entering the console area of your control panel and typing: up USERNAME 3. This //wand command adds a drag axe to your storage. This is the WorldEdit wand used to select areas. 4. Use this wand, go to the upper right corner of your build and select this block. Making sure choosing the corner is a way to choose your entire build. 5. Go to the opposite side, bottom left corner of your build, and select this block. 6. With your build selected, written this command to copy to build: //copy 7. It is now time to save this build. With building copied, type this command to save to build as a schematic: //schem save mcedit &lt;filename(without .schematic)=&gt; For example: //schem save mcedit EpicTower You have now successfully saved your own custom schmatic! Insert schemas on your server through WorldEdit 1. Start by loading the schematic that you want to insert into your world with this command: //schem load mcedit &lt;filename(without .schematic)=&gt;2. It's now time to insert that schematic! You can paste the schema by standing in the direction you want to insert it, and typing: //paste Schemas pastes relative to how they were copied, and therefore you may need to try several times to get a schematic to paste in the correct place. If you need to undo a paste, you can write: //undo You have now added schedules to your world! Need help with WorldEdit or schedules? Contact our LiveChat team or send a ticket for help! If you've been looking for MCEdit for any modern version of Minecraft, you might have noticed that it doesn't exist. If you have some MCEdit schematic files that you are trying to use, you may be wondering what to do. Fortunately, there is still a way to load and insert MCEdit schemas into your world on these versions. WorldEdit supports loading old MCEdit schemas through a compatibility layer and allows input. When Minecraft 1.13 released, it contained many changes that completely rewrote how blocks and elements worked. This change was also an option to rewrite the IDs and names of all existing blocks, elements, units, block units and biomes. These changes meant that all existing software that communicated with the game required rewriting to work with the new system. MCEdit ended the development around this time, it never gets to receive 1.13 support. While WorldEdit now uses the new Sponge schematic format, which provides 1.13 support and mod compatibility, it can still load old MCEdit schematics in later To do this, WorldEdit uses an advanced conversion system to convert the old blocks, devices, and block devices to something that can&lt;filename(without&gt; &lt;filename(without&gt; &lt;filename(without&gt; in a new world. How to load an MCEdit schematic file with WorldEdit? Find out if you want to use this scheme on multiplayer or single player If you want to install Minecraft Forge or Fabric on the client To use multiplayer, install Spigot or Paper on the install WorldEdit server for the platform you installed. These instructions are available on worldedit website Find your WorldEdit schematic library, and create if missing for Forge/Fabric, it will be in .minecraft/config/WorldEdit/schematics/ For Spigot/Paper, it will be in plugins/WorldEdit/schematics/Place schematic files you want to use in the placed folder load up in the game and enter the world you want to load schematics in load it in the game using //schem loadname command. Stand where you want the schema to appear and run //insert. If you put it in the wrong place, you can use //undo and try again. For more information about using schedules with WorldEdit, see this guide. How to save an MCEdit schematic file with WorldEdit? Due to the changes in Minecraft 1.13, it is impossible to do this purely without data loss. Therefore, WorldEdit does not provide a way to make this built in. There are, however, a few solutions. Many Minecraft servers have created a Paper server with the ProtocolSupport plugin so that 1.12.2 players can connect. Admins can then connect using 1.12.2 with a world downloaded mod installed so they can then open this world up in single player. They can then either use MCEdit to save a schematic or use the Forge version of WorldEdit. Instead of creating MCEdit schemas, however, it is strongly recommended to use the modern Sponge schematic format, which WorldEdit supports built in. Conclusion While the MCEdit schematic format is outdated and replaced by a significantly better alternative, there are still use cases for loading old schematic files. WorldEdit allows the import of these files to ensure that server owners do not lose old builds. Now that MCEdit no longer exists, WorldEdit is the best way to load schematic files into your Minecraft worlds.

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