

1.4.0.0 Priority

- MCPE - The Player Move tool is broken

1.4.0.0 Try to do these

- UI - three\_two request - “Needs more gamma options. Can't see shit in this cave...and the whole map is cave. <http://puu.sh/iHxK0/ccd76f4d72.jpg>“
- Brush - Pressing the “Cancel” button while performing an operation doesn’t actually cancel, it just stops it at whatever progress it’s made. Reproduced easily using the flood fill brush.
- Brush - Paste Brush - “Paste” is a terrible name for that brush, and doesn’t really describe what it does. I would just rename it to “Schematic”.
- Brush - Paste Schematic Brush - The schematic brush should find the center of the schematic (or close enough to it) and set it to the cursor. Currently it just offsets the bottom corner of the schematic by -1,-1,-1 off your cursor. <http://i.imgur.com/LF2vP65.jpg>
- Brush - Paste Schematic Brush - Leaving the Brush Tool while it’s left on “Paste mode”, and then going back to the brush tool, will activate its “Import” button.
- Brush - Paste Schematic Brush - Add “Fill Air” checkbox (there’s one in the Fill Brush) to the Schematic Brush
  - three\_two request - “When importing a schematic or copied selection, it would be amazing if there was a "only replace" option. Like right now I'm wishing I could import the set piece schematics with the option "only replace air.”
    - Add this: <http://i.imgur.com/PRzmdyK.png> to the Clone and Import Tools, or just a “Replace Only Air” checkbox.
    - Better idea: Fully imbed the brush “Import” option into the Brush Tool, allowing a schematic brush to be used for any brush tool.
    - Rubisk: Apparently I already wrote code for that idea. Up to three\_two to find a programmer to implement it, that’s exactly what custom brushes are for.
  - Rubisk: Brushes should implement a createInputs() method instead, returning Column-like object. The weird dictionary stuff really doesn’t work well.
- Add commandstats string lines to a tab in the command block Tile Editor

1.4.0.0 Bonus

- Undo - Can not Undo the "Relight" option in the Chunk Tool
- Brush - Add hovertext “Shortcut: X” to the Replace Mode’s Swap button
- Brush - “Load Preset” and “Remove Presets” could simply have a space in front of them to slightly offset those selections from the actual presets? That is if some symbol isn’t possible/looks weird.
- Brush - Paste Schematic Brush - Add the “Scale Factor” input box to the Schematic Brush (like the one in the Clone Tool)

Renderer Work

- What need to be done
  -
- API Design
  - Subclassing can help organize things, but don’t do it like current system. Call a function in the class and have that function do what it wants, don’t require it to return vertex arrays or anything similar
  - Use subclass finding like in the *MultipartTexture* class in resource\_packs.py, so we don’t have to hardcode subclass renderers

Minor Issues

- Pressing screenshot hotkey should always work, even if you're holding another button like alt
- Could screenshot taking have the ability to also show mouse pointer?
- Materials - Go through Static Block Definitions and try to fill up the gaps
- Renderer - Lighting (Slabs) - Single slabs over other single slabs causes lighting glitch on lower slab - example:[imgur.com/f6lyoRI](http://imgur.com/f6lyoRI) - caused by the fact slabs block light, but require transparency.
- Renderer - Lighting (Upsidedown Stairs) - Leaves a shadow on the ground underneath them - example:[imgur.com/qqcAWkD](http://imgur.com/qqcAWkD)
- UI - Holding the “Blocks-only modifier” and CLICKING the rotate button (instead of using its hotkey) won’t factor in the modifier.
- UI - World Spawnpoint should be brightly visible through blocks at all times in a similar style to entities and tile entities and not be hidden by opaque blocks. Could even be added to the “Show...” menu. Make it Blue? Purple?
- UI - Currently, Esc or Ctrl-D (deselect) while your cursor is in a text/number box will highlight the whole box for some reason. Can it deselect the box instead? Making it like your cursor is no longer in there.
- UI - When you CLICK the rotate/roll/flip/mirror buttons, it doesn’t update the render (inside the green clone box) until you’ve moved your mouse slightly.
  - Note: For the hotkey, it clears the render on key-down, and updates to the new render on key-up. So it should do the same for mouse-down and mouse-up.
- UI - Button 4 and 5 should act like modifiers (for the ability to allow “sprint” to hotkey to Button4/5)

Feature Requests - Good (really needed, or might be easily added)

- System - Toggle Console - Add an option to not show the console.
- Loading - Cloning something large makes the program look like it’s locked up. It could use one of those “Estimated time left” loading bars to pop up if it knows it’s going to take over a couple seconds.
- Saving - Create option to disable updating lighting when saving [via twitter](#)
- Session Lock - Add a "Read-only" option to allow worlds to be opened without touching the session.lock. With the session.lock support in place, MCEdit will kick any other Minecraft game, server, or editor out of a world when it is opened. [wiki link mcedit/318 \[CW\]](#)
- Session Lock - If the session.lock has been lost, give the user the option to set the world as read-only to allow them to copy unsaved edits if they made the mistake of opening the world in Minecraft before saving changes in mcedit. [mcedit/344](#)
- Render - Make the bottom layer (y=0) transparent if you’re below it so you can see up through it in an Air World. Example of what it currently looks like: [imgur.com/nDk0cHc](http://imgur.com/nDk0cHc)
- Brush - Add an "Unpaste" brush mode for removing blocks in the shape of a selected .schematic [mcedit/21 \[CW\]](#)
- Fill/Replace - Add “Close Replace when Tool is closed” to the Fill and Replace Options
- Block Picker - Multiple Block Picking - Upgrade the BlockPicker to ask the user to select multiple blocks at once [mcedit/19 \[CW\]](#)
- Block Picker - Categories - Add categories to the BlockPicker's block list - Similar to Minecraft's creative mode categories? [mcedit/17 \[CW\]](#)
- Block Picker - add a column to the block picker next to ID:Data that shows the block’s name (ie: redstone\_lamp) *Allow this as a search term*
- Movement - MOD: Add a waypoint list. Let the user move them and teleport to them. Singleplayer Commands will store waypoints in a waypoints.dat file inside the level folder; let's use it. [mcedit/29 \[CW\]](#)
- Mirror - Mirroring Chests Special Case - Add mirror special case for double chests. See: [imgur.com/a/0bWuk](http://imgur.com/a/0bWuk)
- Entity - Set Entity - Something simple. Similar to the spawner ui. OR a full fill/replace entity tool. Includes checkbox to place them on the highest block.
- Entity - Select Entity - Allow entities to be selected individually with the cursor [mcedit/10 \[CW\]](#)
- Player Editor - Spawnpoint/Bed - Add a command to the player list to move the player's bed location or teleport to it [mcedit/28 \[CW\]](#)
- Menu - Options Menu - Better hover text description for all left-side options (these:[imgur.com/D1gdxfx](http://imgur.com/D1gdxfx)) that recommends a min/max, and shows the default.
- Menu - F1/F2/F3/F4/F5 - Have F1/F2/F3/F4/F5 initially show last played top 5 worlds? That whole system of loading worlds seems strange to me. They can change up all the time. People seem to be using Ctrl-L most of the time instead.

- **Menu** - Minimizeable display window. Something small and out of the way like the current black bar along the bottom, but instead maybe tucked in a corner instead, and you can minimize/unminimize it.
- **Tile Editor** - Have the Sign Tile Editor indicate all the characters that WILL appear on the sign in Minecraft by making them a different color. Or just have a line showing where the split will be. This is probably too complicated for Albow at this time.
- **Controls** - Add the load world options (F1/F2/F3/F4/F5) as rebindable keys
- **Controls** - “Quick Teleport” Option - A hotkey that works similar to ctrl-g, but just instantly moves you to target location. (*would work similar to World Edit’s compass teleport*)
  - With this, give the ability to add to your y coordinates in options when you use this teleport method. Ex: If you teleport in a flat world, but you set it to y+10, it puts you a bit above the ground instead of right on the surface of it.
- **Stock Schematics** - Give a plain mob of each type someone can use. OR some kind of place/fill entity button...
- **Tools** - “Flood Select” (name placeholder?) - Extends the selection box area so that it selects everything that’s not air. Ex: Putting selection box anywhere on this statue (<http://imgur.com/a/INRz6>), clicking “Flood Select” extends the box around the whole statue.
- **Tile Hovertext** - Signs
- **Tile Hovertext** - Spawners. Very simple just show “Creeper Spawner”, or “[Empty]”
- **Tile Hovertext** - Record player: “Mall” “Cat” “[No Record]” etc.
- **Filter** - Better column-making powers (the ability to line text like this up better in straighter columns: <http://i.imgur.com/wb1aYnd.png>)
- **Filter** - When there’s input boxes, add ability to left-align, right-align, or center (see: <http://i.imgur.com/nBhzWx0.png>) as opposed to only being stuck with center
  - Here’s a [filter download](#) by texelelf that is an extreme case with a ton of choices and options. It’s a good test case. Our changes have made it look all messed up now.
- **Filter** - Make a macro able to record another macro. Which, doesn’t actually record the macro itself, but just adds all the steps that are in that macro, to the new one you’re recording.
- **Controls** - Add Shift-TAB. (It’s like tab, tabbing between input boxes, but goes the opposite direction)
- **Schematics** - Save schematics online and letting the users access them with IDs to share schematics with other users
- **UI** - Turn the View Distance” number at the top into an integer box that allows mousewheel scroll.
- **Block Entity** - Better spawner options [via reddit](#) Maybe add displaying its NBT.
- **Block Entity** - For mouse-hover command block command display - Alongside it finding spaces to break lines at, add commas too.
- **Block Entity** - For mouse-hover command block command display - Single small commands shouldn’t go to a 2nd line when possible (example: <http://i.imgur.com/n8s7IDT.png>) Maybe the max size could be expanded a little.
- **Block Entity** - Comparator                      OutputSignal (int)
- **Block Entity** - Beacon                          Levels (int), Primary (int), Secondary (int), Lock (string)
- **Block Entity** - Block 36                        extending (byte), facing (int), progress (float)
- **Block Entity** - Banner
- **Block Entity** - Daylight Sensor
  - "There is nothing to edit."
  - "Daylight Sensor is a Block Entity to force an update of its output signal strength."
  - With just an [OK] button.
- **Block Entity** - Daylight Sensor Inverted
  - "There is nothing to edit."
  - "Daylight Sensor Inverted is a Block Entity to force an update of its output signal strength."
  - With just an [OK] button.
- **Block Entity** - End Portal
  - "There is nothing to edit."
  - "End Portal is a Block Entity to provide the particle effect."
  - With just an [OK] button.
- **Block Entity** - EnderChest
  - "There is nothing to edit."
  - "EnderChests is a Block Entity to provide the particle effect."
  - With just an [OK] button.
- Make “idStr” in minecraft.yaml also be used as a “search” term

## Website

- **About** - The “About” page needs to be gone over.
- **Documentation** - There should be an easy way to get from the documentation page to the main website
- **Home** - Going to [www.mcedit-unified.net](http://www.mcedit-unified.net) should take you to <http://www.mcedit-unified.net/index.html> so that it highlights the “Home” tab.
- **External Links** - Categorize “MCEdit Subreddit” and “Github” into an “external links” category? Create a sidebar to put these under?
- **Contributors** - Add “% contributed” in the last few months (2-4?), or # of commits in the last few months. Basically need a way to show that someone is still active. Any other suggestions on what to do for this are welcome.
  - This could also be factored in the sort order for the contributors page
  - Added a color badge with last commit date on hover - ezekieli (May 28, 2015)

## Rework

- Information dialog box (similar to exception widget)
- Allow specifying file type in mcplatform.askOpenFile (and fix ALBOW version to allow file types other than schematics)
- Simplify mcplatform.askSaveFile so that its file type mask is easier to use; make ALBOW version support other file types (if it doesn't already)
- Make models render from new resource pack system & separate block texture data from block list data
- **Block ID Removal** - [mccedit/438](#) [CW] Updating block IDs to Block names
- **Build/Distribution** - Improve automatic updater to download file for the user - Should we be sure to leave an easy way to hold onto and not override old versions?
- **Build/Distribution** - Rewrite readme.md for OS specific instructions for running from source
- **Player Skins** - Rework the player skins system to use Minecraft's player skin cache.

**Completed/Fixed** (Old Fixed/Unlikely Shit)

Completed/Fixed - version 1.4.0.0

- pocket.yaml block definitions
- [MCEdit-Unified/345](#) MCEdit icon really big in Volume Mixer
- **Filter** - Fix sort to: Sort Filters + sort filters in folders + sort macros
- The box to input a Macro name could be a bit bigger.
- Make macros start with “{Macro}” instead of “[Macro]”
- Filters should not have a backslash for the first subfolder <http://i.imgur.com/TaedrbH.png>
- Macros are broken, Error: <http://i.imgur.com/gVgGdVp.png>
- **Tile Editor** - Flower Pot
- **Tile Editor** - Enchantment Table
- **Block Picker Search** - [via reddit](#) typing a search term in the block picker, then using the arrow keys to select a block, only selects the top block when you press enter or click OK
- pressing "add macro" while recording a macro will run "record undo", when there's nothing to actually undo. It doesn't even add an unsaved edit.
- **Filters Tool** - Last filter opened is no longer saved when going to select tool and back to filter tool
- **Filters Tool** - the keybind box no longer stretch to fit the bind <http://i.imgur.com/6ZI95Fv.png>
- **Filters Tool** - after I create a macro it works, but if I open the macro again mcedit crashes: <http://i.imgur.com/mzHNj5X.png>
- Alt-21 should output the § symbol into a text box.
- **Filter** - Going filter tool -> selection tool -> filter tool saves the last filter you had opened. But does not save what TAB you had opened.
- ~~**MCEdit-Unified/420** - Add option to disable “Right-click camera lock” to the controls~~ RUBISK FIXED DOING THIS INSTEAD:
  - If you right click, and drag your mouse around, it will ALWAYS release.
  - If you right click, and do not drag your mouse around, it will ALWAYS lock
- **Filter** - MCEdit has issues with periods in filter file names. Error: <http://i.imgur.com/b3u8l5n.png>
- **Filter** - Running a macro that works on multiple filters should count as 1 unsaved edit. (Currently it adds an unsaved edit for every filter that was run in the macro)
- **Language** - Toggling language, hitting Cancel -> Don't Save, will toggle you back to your langauge, but sometimes still keep the new language's font: examples: <http://i.imgur.com/spfdzF1.png> <http://i.imgur.com/Q1WJEQc.png>
- **MCPE** - [mcedit/548](#) MCPE 0.9.0 Compatability
- **Filter** - [via reddit](#) Two filters with the same file or display name, only shows one of them.
- **Filter** - After recording a macro, it should open/go to that macro in the filter list. Instead, it currently just resets back to whatever filter is at the top of the list like you had just opened the filter tool.
- **Filter** - [via reddit](#) Compiled filters are still getting copied to the main mcedit folder
- **Filter** - When you press first "Record Macro", then the "" then cancel key binding and the text "Filter" will become "Add macro" [via reddit](#)
  - You get sometimes this error message: Caught value error while getting player info for test(test is the player name) I don't know if this is caused when you add a player and while you select his position you create a new player
- **NBT Edit** - Up/down arrows don't update the “results” tag that's displayed
- **Filter** - Crash when canceling operation in texelelf's NBT filter <http://i.imgur.com/hxg9X70.png>
- **Schematic** - [mcedit/534](#) [mcedit/470](#) Import large schematic Error - ChunkMalformed(“Chunk (0, 40) had an error: ValueError('could not broadcast input array from shape (16,16,16) into shape (16,16,4)',)(infinetworld.py)
  - CAN NO LONGER REPRODUCE AS OF 7/8/15 1.3.3.0 - TRAZ
- **Entity Render** - Delete a stacked entity ([here's a schematic](#)) When “Undo”ing or “Redo”ing it doesn't update its texture display.
- **Block Entity** - Double-clicking command block error when CustomName not found: <http://i.imgur.com/T09gRpM.png> Make it so it still shows the UI, and leaves the CustomName space blank. It then adds the CustomName tag if they input into that box.
- MCEdit crashes on startup - was this ever worked out? Codewarrior seems to have posted a solution. [http://www.reddit.com/r/MCEdit/comments/38j402/mcedit\\_1330\\_crashes\\_on\\_startup/](http://www.reddit.com/r/MCEdit/comments/38j402/mcedit_1330_crashes_on_startup/)
- [MCEdit-Unified/402](#) There should be separated translation strings for 'Delete'
- [MCEdit-Unified/131](#) Support MCPE Leveldb worlds
- If the session lock icon gets turned to red, it will never go back to green again until you restart mcedit. Session is properly being taken, but the icon just never changes
- **Session Lock** - Error when using Save As after the session lock is lost. Error: <http://i.imgur.com/UYceUdq.png> Even though IT IS properly saving and loading the world, but error confusingly pops up anyway.
- **Rotate/Mirror** - Fence Gates      Fence Gate Blocks = 107, 183, 184, 185, 186, 187                      South = 0, 4, 8, 12              West = 1, 5, 9, 13                      North = 2, 6, 10, 14              East = 3, 7, 11, 15
- **Clone** - click-dragging a cloned selection around should update the nudge number boxes (these: <http://i.imgur.com/wyQmYgA.png>) when you un-click
- **CB Hovertext** - It only shows \*\*COMMAND TOO LONG TO SHOW MORE\*\* instead of first showing the first 1500 characters.
- **Filter** - [MCEdit-Unified/433](#) Filter translations are broken
- **MCPE** - [MCEdit-Unified/422](#) pocket.yaml finalization
- **Translations** - Find a way of hacking translation in and/or redo albow.translate ~**Rubisk**
- **Player** - "Refresh Player Names" tends to make random people's names turn into a UUID                      Before: <http://i.imgur.com/CtRr2nE.png>      After: <http://i.imgur.com/vJ0JNkR.png>
- **Player** - Selecting a name no longer show's that player's UUID on the lower left of the UI. Might be even better to just add UUIDs to a second column that's always displayed, with [cannot retrieve player name] if it couldn't pull up the name. Or leave it blank.
- **CB Commands** - §a shows up as Â§a <http://i.imgur.com/iKM57Xg.png>