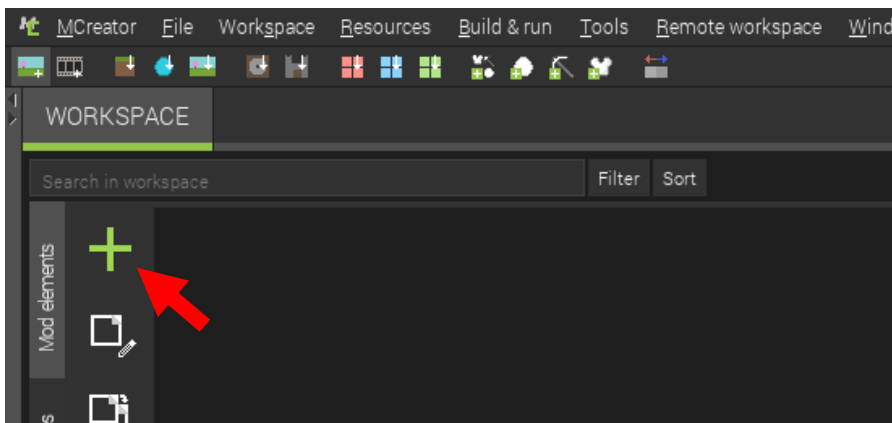


Making a block

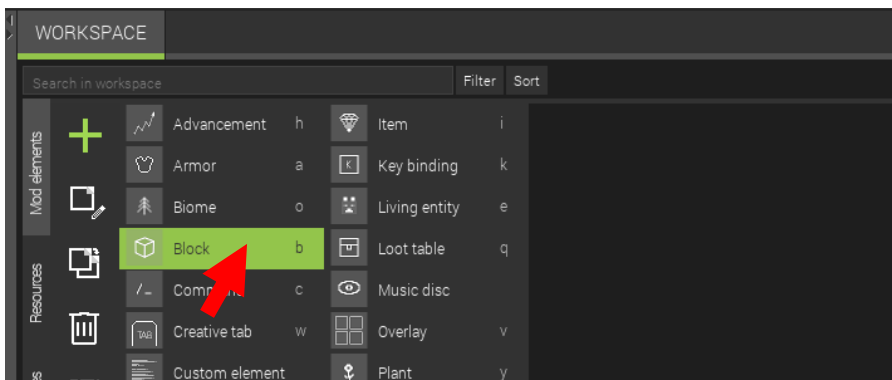
Once we have a project and texture (or textures for all 6 sides), we are ready to get to the main part – making a block.

1. Adding new block

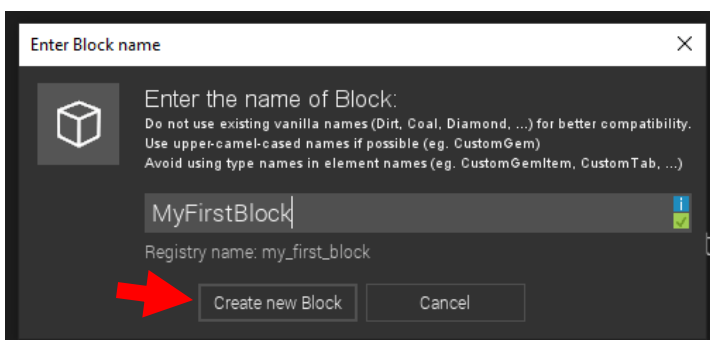
To add a new block, we click on the + button in the project window.



After you click this button, select »Block« from the list of possible mod elements.

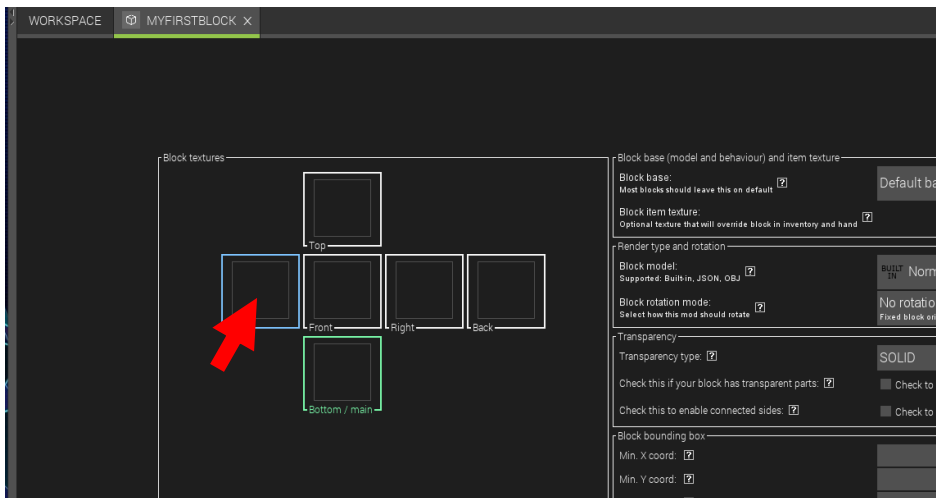


In the next step, give a name to your block and click »Create new block«. *TIP: Block name can not contain spaces.*

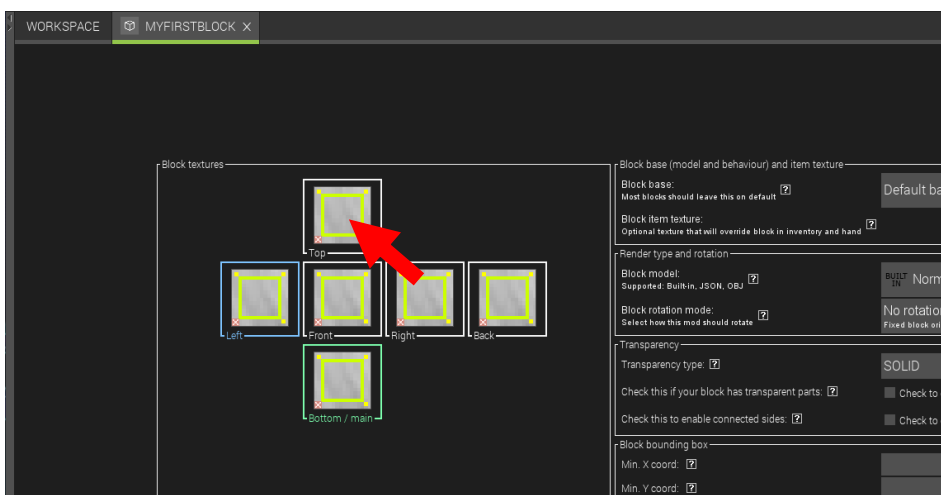


2. Selecting block texture

To select a texture, you need to click on the blue box. Texture selector will open. Double-click desired texture to select it.

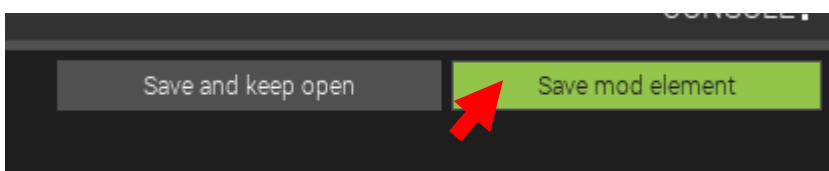


If you have multiple textures, you can click on the box again and select another texture.



4. Saving block

After we select the texture, we need to save the block. To do this, click on the »Save mod element« button.



5. Next steps

If you want to edit your block element later, double-click on it on the workspace element list and do steps 3. and 4. again. Feel free to explore other options on the block editor and try what they do. You can find more options by clicking on the buttons on the bottom of the editor.

