

MINECRAFT - THE FILL COMMAND

```
/fill <from: x y z> <to: x y z> <tileName: Block> [tileData: int]  
[oldBlockHandling: FillMode]
```

Or... (in English) /fill start finish block mode

An 'argument' is extra information after the command.

Arguments marked between <these> are compulsory (you MUST have them).

Arguments marked between [these] are optional (not required).

x is how far EAST or WEST (east is bigger, west is smaller)

y is how far UP OR DOWN (up is bigger, down is smaller)

z is how far SOUTH or NORTH (south is bigger, north is smaller)

x, **y** and **z** can be:

ABSOLUTE coordinates (a fixed position in the world)

or

RELATIVE coordinates (the distance from where you are)

from and **to** define the area that will be filled

<from: x y z> and <to: x y z> are replaced with just 3 numbers each - something like

0 4 10 absolute position - block 0 east/west, block 4 high, block 10 south
or

~10 ~ ~-5 relative position - 10 blocks east from your current position,
your current height, and 5 blocks north from your current position

tileName: Block is the type of block that the area will be filled with,
and is replaced with one word, or two or more words separated by
underscore _

Examples

sandstone red_sandstone concrete water air gold_block

tileData: int is a number (an 'integer', or whole number) that provides
more information about the block (such as what colour or style, or
direction in the case of stairs). If not included will act as though 0
(zero).

Examples

`sandstone 0` (Sandstone)

`sandstone 1` (Chiseled Sandstone)

`sandstone 3` (Smooth Sandstone)

`red_sandstone 2` (Cut Red Sandstone)

`concrete 8` (Light Gray Concrete)

`concrete 15` (Black Concrete)

`sandstone_stairs 2` (regular Sandstone Stairs facing east)

`sandstone_stairs 6` (upside-down Sandstone Stairs facing south)

oldBlockHandling: FillMode is a word that instructs how the area is filled.

Options

destroy - replaces all blocks including air and drops existing blocks as if they had been mined

hollow - replace only blocks on the outer edge. Inner blocks are replaced with air.

keep - replaces only air blocks.

outline - replaces only blocks on the outer edge, but inner blocks are not affected.

replace - replaces all blocks including air but doesn't drop existing blocks. If you specify a second block name after 'replace', only that block will be replaced with the first.

If you provide NO option for oldBlockHandling then **replace** occurs with ALL existing blocks replaced in that area

EXAMPLE COMMANDS

`/fill ~-3 ~-3 ~-3 ~3 ~-1 ~3 water`

Replaces the blocks in a 7x3x7 region directly beneath your location with water.

`/fill ~-3 ~ ~-4 ~3 ~4 ~4 stone 0 hollow`

Creates a house-sized box around your location, replacing any blocks that would have been inside the box with air.

`/fill 1 4 1 3 7 5 gold_block 0 replace orange_glazed_terracotta`

Replaces all the orange glazed terracotta in the selected area with gold blocks.

`/fill ~1 ~ ~1 ~5 ~ ~1 sandstone_stairs 0`

Fills the area with regular sandstone stairs facing east

`/fill ~1 ~ ~1 ~5 ~ ~1 sandstone_stairs 6`

Fills the area with upside-down sandstone stairs facing south