

The VoxeLibre Wiki

A Wiki for VoxeLibre

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Voxelibre

Voxelibre is a game inspired by Minecraft for [Luanti](#). Forked from MineClone by davedevils.

Developed by many people, see [Credits](#) for a complete list.

Contents

This Wiki is in development. As there are only a few people working on it, it will probably a longterm project. If you are interested to help, you are welcome!

Main contents of this Wiki:

- Introduction with some info about contents and gameplay (you are on this page)
- [Basic Elements](#): The main elements of Voxelibre (and other voxel games)
- [Installation](#): Basic info to start with Luanti, Voxelibre and running a server
- [Mods](#): Extend the functionality of Voxelibre
- [Additional topics](#): Other aspects of Voxelibre covered in this Wiki

Gameplay

You start in a randomly-generated world made entirely of cubes. You can explore the world and dig and build almost every block in the world to create new structures. You can choose to play in a “survival mode” in which you have to fight monsters and hunger for survival and slowly progress through the various other aspects of the game, such as mining, farming, building machines, and so on Or you can play in “creative mode” in which you can build almost anything instantly.

There is no goal. It's a sandbox game, you build your game within the existing world. You survive by fighting against hostile [Mobs](#) and hunger. You collect items using different tools or mine for ores and other treasures. Start farming using seeds or vegetables and harvest to eat and trade. You gain experience by killing monsters, mining ores or trading with villagers and can use your experience to [enchant](#) tools and weapons. Build your own world with collected or crafted blocks – the only limit is your imagination! Build a railway system and have fun with minecarts. Redstone circuits allow complex mechanics. Play in creative mode, if you just want to build and create, without disturbances from hostile mobs.

[Dimensions](#) The realms accessible within Voxelibre. There are three dimensions: The overworld, the nether and the end.

[Biomes](#) The biomes, that build the world.

[Blocks](#) Info on the various blocks that make up the biomes/world.

[Items](#) Info about the various items that players can collect and use.

[Mobs](#) Info about the various creatures (friendly and hostile) found in VoxeLibre.

[Enchanting](#) Info about the enchanting process to enhance abilities of items, tools and weapons.

Installation

Mods

Basics will cover just some basic aspects of mod structure to help as starting point for mod development. The specific mods will focus on some specific mods, part of them directly accessible with VoxeLibre, others only usable with some adaptations.

Basics

Mods have in Luantu a multiple meaning. Luantu itself is working with mods (modules) as functional entities written in Lua. A game running in Luantu is a combination of several mods. And the functionality of a game can be extended with additional mods in the more common sense of the word (modification).

To be used, a Mod has to be activated in the world.mt of the game world used. Add simply a line with

```
load_mod_<name of the mod> = true
```

and start the game. The mod will now be loaded automatically.

Mods can be stored in several locations. Each mod has his own directory to store Lua code, textures, models and sounds. Luantu checks three locations for mods while starting. <minetest> is the user-data directory.

1. Game mods

Mods that build the game running the world. They are placed in the folder of the game.

```
minetest/games/Voxelibre/mods/
```

2. Global mods

Global mods are placed in the top level and are the place, where mods are placed to be used in several worlds

```
minetest/mods/
```

3. World mods

Mods located in a specific world, affecting and to be loaded only, if this world is used in a game.

```
minetest/worlds/world/worldmods/
```

Luantl checks each of those locations in order. If you place a mod with the same name in the worldmods folder, it will overwrite the mod previously loaded in the game mods folder.

Basic structure of a mod

The basic structure of a mod is quite simple. It consists of an configuration file and the basic lua code of the mod.

```
mymod
├─ init.lua
└─ mod.conf
```

Textures, models and sound can be placed in the same folder, but is good practice to place them in subfolder of the mod.

```
mymod
├─ textures
│   └─ mymod_node.png files
├─ init.lua
└─ mod.conf
```

Mods

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Height of clouds

Clouds are very low, if you tend to build sky towers or high builds like the Mont Saint Michel in my world.

It is possible to change the height level of the clouds directly in the VoxeLibre game folder. But be aware, this will be overwritten with the next update ...

in mods/CORE/mcl_worlds/init.lua, line 168 set

```
height = mcl_worlds.layer_to_y(127),
```

to the level you prefer for clouds. I use a value of 188 right now.

Mapserver

Mapserver is an additional software which can easily be installed on the same server where Luantu is running. You find detailed instructions about the installation on [github](#).

Starting the mapserver the first time will initiate the initial rendering. Depending on the size of the map, this can take some time (on my 8 GB server about 3 days ...). After the initial rendering, mapserver switches to incremental rendering: each change will be implemented in the map within a short delay.

To be able to add additional infos, as e.g. POI, train lines a.o., you should install the companion [mapserver_mod](#). As described on the github page, you can chose between the passive and the active mode. With active mode, you have more real time data displayed on the map (number of players a.o.). To start the active mode, you have to add those lines of code into luanti.conf:

```
mapserver.enable_crafting = true
secure.http_mods = mapserver
mapserver.url = http://[ip of your server]:8080 <!-- e.g. 127.155.84.156:8080 -->
mapserver.key = [secret] <!-- secret is automatically generated, to be found in
mapserver.json-->
```

The mapserver_mod installed, you find additional blocks in your inventory:

- label
- POI (five colors)
- Trains

To be shown on the map, you have to add those blocks in your world. There is no documentation for this mod, but a look into the mod and some experimentation allows these minimal instruction:

Train lines

Mapserver will grab all blocks and add a lines between blocks ordered by index. Adding a station name will add a circle on the line as station symbol, click on it will open a popup with the station info. Best way will be to start at the starting station and add more or less blocks between stations. If you want to show exactly the rails, you will add more blocks, if you want just connect the stations, you put no additional blocks in between.

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