

# 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.

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