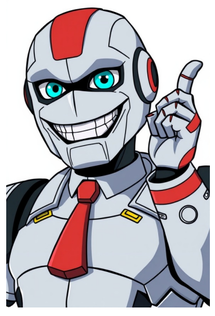
Click to verify



Quote from FrancisKing2203» Idk if this works. I tried it in 1.21.51 and it doesn't work. [list] Generate structuresPreview rendered schematic in-programExport generated structures to *.schem* filesExport generated structures to *.mcfunction* filesAdvanced Mode (Use Stable Diffusion/DALL-E to generate the design image and let gpt-4-vision generate the structure base on it.)Edit structures[/list] Other projects of CubeGPT Team [list] Bukkit plugin generator. {*.jar*} (BukkitGPT)Structure generator. {*.schem*} (BuilderGPT)Serverpack generator. {*.zip*} (ServerpackGPT or ServerGPT, or..?)Have ideas or want to join our team? Send us an email![/list] How it works After the user enters a requirement, the program uses gpt-4-preview to expand the details of the requirement and generate a specific solution. The program then uses the generated solution to generate a drawing tag using gpt-4-preview, and then calls Stable Diffusion WebUI or DALL-E to generate a design using the generated tag. The generated schematic is then given to gpt-4-vision-preview along with the optimized requirements to generate a json containing the content of the structure, for example: { "materials": ["A: \"minecraft:air\"", "S: \"minecraft:stone\""], "structures": [{ "floor": 0, "structure": "SSSSSSSSSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSSSSSSSS" }, { "floor": 1, "structure": "SSGGGGSSSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSSSSSSSS" }, { "floor": 2, "structure": "SSGGGGSSSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSSSSSSSS" }, { "floor": 3, "structure": "SSSSSSSSSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSAAAAAASSSSSSSSS" }, { "floor": 4, "structure": "SSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS" }] } The program then parses this json response. Then it uploads the image (headless) to cubical.xyz and downloads the rendered image from the site using playwright. Requirements You can use BukkitGPT on any device with Python 3+. And you need to install this package: pip install openai Quick Start (Make sure you have the Python environment installed on your computer) UI (HIGHLY RECOMMEND) [list=1] [list] Download Source Code.zip from the release page and unzip it.Edit config.yaml, fill in your OpenAI Apikey. If you don't know how, remember that Google and Bing are always your best friends.Run ui.py (bash python ui.py), enter the description and let GPT generate the structure.Find your structure in /generated/.schem.Import the file into the game via worldedit or other tools. (Google is your best friend~~)[/list] Contributing If you like the project, you can give the project a star, or submit an issue or pull request to help make it better. License Copyright [2024] [CubeGPT Team] Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at [url] /url] Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License. To post a comment, please login. Minecraft use way too much memory, that makes it slow in the first place. True; it shouldn't need more than about 60 MB * (render distance squared / 64); that is, 60 MB at 8 chunks, 240 MB at 16 chunks, 960 MB at 32 chunks (actually, a bit less since not all the initial 60 MB is for loaded chunks; you do want to add a bit more for headroom for the garbage collector). The first two values should be easily handled by any computer available or still in use today (including the oldest, lowest-end systems, I imagine somebody is still using some laptop with only 2 GB), if you still think 240 MB is too high, you can only do so much when you need to store millions of objects (blocks) in memory (not not really even as "blocks", just pointers, aka "block IDs", or at least the game used to, before 1.13 eliminated them; older versions needed 2.5 bytes per block, 3 bytes if they made use of an extension to IDs, which Mojang never used, only mods), just the way "voxel" games work, and really it is a miracle that 20+ year old computers were able to run the game decently at all (rendering is just as important, all those ultra-realistic-looking games out there have way less polygons being drawn to screen than even the most simple voxel game, granted, there are ways to reduce the polygon count, such as "level of detail", which only some mods, like "Far Plane Two", use). Evidence? I've modded in countless hundreds of features yet they have had absolutely no impact of memory usage; in fact, I've significantly reduced it, especially allocation rates (how fast the "used memory" value goes up): At 8 chunk render distance with 96 MB allocated (maybe a bit too low as I did this to prove a point, 128 MB would be good enough though): At 16 chunk render distance; 512 MB was allocated (the amount I recommend), of which about 375 MB was used by the JVM, with around 3 times the actual usage (as noted above, the formula I gave is only approximate due to only loaded chunks using more memory), so there is plenty of room, of course, you'd need to multiply this by 1.5 to accommodate the maximum height limit since 1.18, although terrain doesn't seem to go higher than the old limit (much like how 1.2 doubled the limit to 256 but it wasn't until 1.7 that it could generate higher than 128, and even then only in a few biomes): Unfortunately, many people just say, "well, modern hardware is just so much better now so it doesn't matter", which is an all-too-common way of thinking and the game could run so much better (ideally, 2x hardware performance increase = 2x software performance. It is true that some features are expected to reduce performance; like increasing the world height, but not as much as a simple 2x increase, as evidenced from my own experience with modding the game to have 2-3 times the ground depth, the latter way more on average than 1.18, and the game had long had an entire dimension that was 128 blocks deep): s_law There is an easier way to go about this. When you die, don't immediately respawn. Instead, select "Title Screen". It will ask you if you're sure, click "Title Screen" again, and it will save and close that world with you dead. Now rejoin the world, and you'll still be sitting where you died, and you'll still be dead. DON'T respawn yet. With the game still running, and you might need to do this in windowed mode if you only have one monitor, navigate to your .minecraft\logs folder and open up latest.log in notepad. Look for a line like this one, near the bottom: [Server thread/INFO]: logged in with entity id 1545 at (-30.99212396094266, 57.0, -53.30000001192093) The coordinates in parentheses, show where you were standing when you logged in. So long as you were still dead when you logged in, those are the coordinates where you died. Write them down, respawn, and you're good to go. I've run into this particular exit code a few times despite being on modern nVidia drivers at the time. For me, it usually occurs under one of the following two scenarios... 1. Using some screen recording or overlay program. GeForce Experience, Afterburner, OBS, etc. The exit code does also mention this so outdated drivers are unlikely to be the cause (unless you're still on seven year old nVidia drivers). If you're using any overlay or recording stuff, try without and see if that stops the issue. I was able to run these programs fine, but when I used Afterburner to record, it'd record fine, but if I recorded for too long, and then stopped, it'd trip it up. 2. Using some shaders in older (1.10/1.11 at least) Minecraft versions. Never in newer (at least 1.16+) versions. it was still pretty rare, and may have been limited to when changing from full screen to window or vice versa (I swear this is the moment when I've had so many crashes with this game). Funny thing is I moved to AMD and now in an older version (1.12), I'm just getting a loss of signal to restart crash. I had this issue on a broad scale before (RMA of the video card fixed it) so I'm not sure if it's the same issue returning, or this is simply one of many "interesting" issues with older Minecraft versions and nVidia and AMD just crash differently in response to it. Still need to test and see if my crashes extend beyond this situation, but I digress. If it's instead happening frequently and soon after starting to play, and in recent versions, and if it's in more vanilla situations (no mods, no shaders, no overlay programs), then I wouldn't have many guesses left. The first that jumps out to me (at least for the thread starter) is why are you using Windows 10 on a 12th+ generation Intel? Those really want the scheduler from Windows 11 to operate more optimally due to their hybrid core nature. It may or not be the cause though. In either case, I'd probably try a test by disabling the e-cores and seeing if that plays into the occurrence of this crash. Sort of related, but are you overclocking? If so, revert to stock/defaults (this includes setting RAM profiles like XMP to default). It might be worth investigating if your motherboard is pushing your CPU too hard, even at its default settings. I say this because some of the 13th and 14th generation upper SKU CPUs are proving to be pretty unstable in certain workloads that push them certain ways, and they need underclocked (lowering the p-core and/or e-core ratio) to be made stable. The "out of video memory trying to allocate a rendering resource" error message that even those with RTX 4090s are seeing? Or the other error messages when compiling shaders in Unreal Engine/DirectX 12 games? It's the CPU. And with an Asus motherboard I'd be more wary it's pushing the CPU hard (Asus was apparently the one brand doing it worst on AMD's side too, if you recall the situation with the 7800X3D burning up). I haven't heard of this problem with the prior 12th generation, but the point here is I'd probably rule out any overclocking (XMP included) just to be sure. Beyond that, I'd have little if any ideas. nVidia's drivers have been on and off spotty lately and the error code does seem to be nVidia specific (though your log doesn't seem to mention the nVidia drivers as the cause, it seems to be pointing largely to Java?), so maybe trying slightly older ones to see if it is a factor in the exit code occurring or not? If not, I'd be out of guesses. Any discussion of the most recent update belongs in this section, or recently released Snapshots. Nov 14, 2025 Go to last post 9,896 141,839 General discussion about Minecraft, Minecraft development and anything that doesn't fit into the other specific sections. Nov 30, 2025 Go to last post 92,495 832,651 Suggest and discuss new ideas for Minecraft, new Minecraft game modes and the Minecraft website. Nov 29, 2025 Go to last post 82,195 965,757 Discuss the Survival Mode here. Pictures, discoveries, buildings, explorations and the lot all goes here Dec 1, 2025 Go to last post 71,637 959,778 Minecraft Creative Mode - can be discussed here, post your creations, game ideas and anything else relevant! Nov 30, 2025 Go to last post 12,733 77,046 Share and discuss PC seeds! Nov 30, 2025 Go to last post 23,501 120,899 A general redstone section for discussing redstone mechanisms, tutorials and discussing the properties of redstone itself. Nov 28, 2025 Go to last post 39,560 244,258 Talk about Minecon here Aug 9, 2025 Go to last post 151 3,967 Please use the "Minecraft Support" section for any Minecraft issues; this forum redirects you to the section. - - Post and discuss your Minecraft mods here! Nov 30, 2025 Go to last post 176,042 3,403,014 Share and discuss your Minecraft maps here! 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Dec 1, 2025 Go to last post 13,951 176,013 Share your knowledge and love for Minecraft with other players. Minecraft (also known as the Better Together Update) is available on Xbox, Mobile, VR and Windows 10. Nov 19, 2025 Go to last post 3,989 12,791 Have a great idea for the future of Minecraft? Share, discover and discuss ideas here. Work with your fellow Minecrafters to shape the future of the game. Nov 29, 2025 Go to last post 1,397 3,119 Let others battle creepers, caves and lava to chart the world of Minecraft so you can safely explore known territory. Share and discover seeds here. Oct 20, 2025 Go to last post 419 893 Tips, tricks, tutorials and everything in between for advancing your Minecraft world with Redstone and Commands. 1,197 3,218 The Minecraft Marketplace brings custom maps, skins, and texture packs created by the Minecraft community to you. Sep 18, 2025 Go to last post 451 803 Recruit or be recruited as an explorer to join a quest through Minecraft. Nov 30, 2025 Go to last post 22,150 86,332 Discuss and share your Minecraft creations. Nov 26, 2025 Go to last post 1,367 2,480 Nov 23, 2025 Go to last post 27,419 114,284 Nov 29, 2025 Go to last post 14,582 71,909 Oct 22, 2025 Go to last post 1,052 3,743 Oct 23, 2025 Go to last post 45,562 352,413 Nov 28, 2025 Go to last post 37,094 161,697 Dec 1, 2025 Go to last post 824 4,287 Sep 7, 2025 Go to last post 593 2,984 Jun 1, 2025 Go to last post 472 1,215 Share and discuss ideas, thoughts and suggestions for Minecraft: Nintendo 3DS Edition. Aug 12, 2023 Go to last post 29 107 Share and discuss ideas, thoughts and suggestions for Minecraft Story Mode. Jul 22, 2025 Go to last post 158 1,562 Share and discuss ideas, thoughts and suggestions for Minecraft: Pi Edition. Oct 11, 2025 Go to last post 223 1,365 Share and discuss ideas, thoughts and suggestions for Minecraft: Education Edition. Nov 30, 2025 Go to last post 113 726 Let others battle creepers, caves and lava to chart the world of Minecraft so you can safely explore known territory. Share and discover seeds here. Oct 13, 2025 Go to last post 1,837 7,824 Share and discover wonderful Minecraft creations from any Minecraft: Edition. Sep 10, 2025 Go to last post 192 626 Share and discuss ideas, thoughts and suggestions for Minecraft: Apple TV Edition. May 21, 2025 Go to last post 15 47 Minecraft pocket edition is the mobile version of Minecraft! Currently available on Android and iOS. All Pocket Edition minecraft discussion belong in this section. Sep 29, 2025 Go to last post 10,311 102,172 Discuss all recent and future Pocket Edition updates here Jul 26, 2025 Go to last post 919 25,641 Minecraft Pocket Edition maps for both Android and iOS. Oct 20, 2025 Go to last post 11,547 90,635 Texture packs for Minecraft: Pocket Edition Nov 19, 2025 Go to last post 2,296 17,855 Post your Pocket Edition Mods and Tools here Oct 27, 2025 Go to last post 7,133 92,168 Find explorers to join you on your quest through Minecraft. Nov 30, 2025 Go to last post 11,719 112,460 Discuss and share your Minecraft: Pocket Edition creations! Nov 2, 2025 Go to last post 1,119 6,603 Support for Minecraft: Java Edition, modded and unmodded Dec 1, 2025 Go to last post 87,161 367,183 Support for Minecraft (Bedrock) for mobile, Xbox One, and Windows 10 Dec 1, 2025 Go to last post 12,008 34,660 Support for technical problems with servers. Nov 30, 2025 Go to last post 72,980 352,277 Support for Mojang / Minecraft.net accounts via help.mojang.com - - Support for players of legacy Minecraft on Console (PlayStation 3 Edition, PlayStation 4 Edition, Xbox 360 Edition) Aug 4, 2025 Go to last post 1,633 4,120 Show off your epic creations. Post your Minecraft screenshots here. Make sure to describe your creation and name the thread after what is displayed. Nov 24, 2025 Go to last post 14,794 142,176 Post your Minecraft videos here. Make sure to name the thread in an informative way and try to describe your video. Nov 29, 2025 Go to last post 82,555 200,186 Need actors or a host for your Minecraft videos? Want advice on how to make your series truly awesome? This is the place. Aug 9, 2025 Go to last post 26,119 160,665 Post YOUR OWN Minecraft fan art here. This includes picture art, comics, short stories, poems and music. (This does not include gameplay videos or screenshots.) Nov 17, 2025 Go to last post 9,417 85,494 The place to post requests for or find Minecraft shops for artistic works. Sep 27, 2025 Go to last post 10,329 106,888 Discuss topics unrelated to Minecraft Nov 21, 2025 Go to last post 25,018 1,008,980 Discuss anything from PC games to Nintendo 3DS games. No Minecraft discussions. Nov 11, 2025 Go to last post 16,627 196,949 Discuss anything to do with computer science, technology, programming, etc. here. Aug 11, 2025 Go to last post 27,094 341,528 Discuss and share creative works not related to Minecraft. Drawings, prose, poetry, machinima, films, music, and so on. Nov 14, 2025 Go to last post 5,347 122,339 Count to 100? Rate the above posters avatar? It all goes here! Posts in this section do not count towards post counts. Nov 9, 2025 Go to last post 13,415 2,089,350 Create test posts and threads in this section to try out the various features and test bugs Sep 8, 2014 Go to last post 46 102 Aug 18, 2014 Go to last post 810 3,139 Find all the latest news related to Minecraft here. by Minecraft_servers1234511 Oct 27, 2014 Go to last post 1,035 139,163 Official threads for Survival servers Aug 13, 2015 Go to last post - - This section is for hosts who have not been vetted by mcf staff, we are not responsible for the outcome of using their services. Mar 2, 2016 Go to last post 7,048 60,675 Show off and request non-Minecraft related creations here. Aug 13, 2016 Go to last post 921 4,819 Requested offers from different hosting companies. Mar 2, 2016 Go to last post 11,228 106,400 Hosting for Minecraft Pocket Edition servers - - Discuss hosting and host-related threads here Mar 2, 2016 Go to last post 1,049 5,559 Official threads for creative servers - - Multiple gametypes spread across worlds. Find a server with variety here. Jul 26, 2015 Go to last post - - Share any other Minecraft related art you have made here. - - Servers with a twist! Complete an objective other than survival (i.e. Prison, Spleef, etc.) Jul 6, 2015 Go to last post - - Aug 24, 2014 Go to last post 21,962 87,111 Nov 5, 2013 Go to last post 197,757 2,021,045 - - Announcements and information regarding the main forum and site. Sep 26, 2012 Go to last post 34 2,923 - - Discussion about 1.1, now locked Jul 18, 2012 Go to last post 1,322 20,797 Post your let's play video series here and announce when you're doing live streams! Jul 31, 2012 Go to last post 22,971 87,406 Discussion about 1.8, now closed Jan 27, 2012 Go to last post 5,832 71,690 Discussion about 1.0, now locked Jul 16, 2012 Go to last post 5,799 89,449 Content packs created for existing Minecraft Mods Apr 5, 2013 Go to last post 63 1,320 Custom server clients and server mods for Minecraft Creative and Survival servers. - - Any Tutorials related to Minecraft Mapping or Modding can be found here. Apr 4, 2013 Go to last post 2,588 40,124 Any discussion of the upcoming updates belongs in this section. Feb 26, 2015 Go to last post 1,291 33,900 Translations of Minecraft in game files Jun 11, 2014 Go to last post 262 3,281 Discuss Minecraft Achievements and Stats here. Aug 25, 2012 Go to last post 409 6,862 Support for Mojang / Minecraft.net accounts Sep 26, 2014 Go to last post 2,937 11,530 Share your own creative works, NOT related to Minecraft. Drawings, prose, poetry, machinima, films and so on, it all goes here. Remember that this is intended for serious posts and serious feedback. Aug 29, 2011 Go to last post 1,418 12,071 For reviewing and showing off maps! - - Classic gameplay, focus on building, surviving, and mining with or against friends! Sep 27, 2012 Go to last post 1 1 Discuss software and ask for support with software issues here. - - Ask questions of your favourite Minecraft people. Mar 29, 2014 Go to last post 1 1,234 Request servers to play on here, or look for staff/players for your fancy server idea here! Existing servers should go to "Beta - Survival Servers" instead if looking for members. Jan 28, 2012 Go to last post 36,536 245,041 A place to upload and download skins for your Minecraft character. Currently available at Dec 20, 2010 Go to last post 30 236 Dec 20, 2010 Go to last post 12 326 - - This section contains old support threads, and new threads cannot be posted here. If you want to make a new support thread, please make a thread in one of the other sections. Jul 14, 2014 Go to last post 92,029 433,607 If you need help with any aspect of your live stream, ask here. - - The original Minecraft Creative (version 0.30) can be discussed here, post your creations, game ideas and anything else relevant! Nov 4, 2014 Go to last post 2,903 20,359 Suggest and discuss new ideas for Minecraft: Xbox One. Feb 9, 2016 Go to last post 152 528 Discuss all recent and future Minecraft: Xbox One updates here. Feb 22, 2016 Go to last post 110 1,774 Discuss all recent and future Xbox 360 Edition title updates here Dec 22, 2015 Go to last post 717 12,780 Suggest and discuss new ideas for Minecraft: Xbox 360 Edition. Jan 28, 2016 Go to last post 1,678 19,464 Share and discuss Xbox 360 seeds! 925 3,846 Discuss and share your Minecraft: Playstation 3 Edition creations! May 18, 2016 Go to last post 190 797 Share and discuss Playstation 3 seeds! - - Suggest and discuss new ideas for Minecraft: Playstation 3 Aug 7, 2015 Go to last post 416 1,989 Minecraft: Windows 10 Edition Beta is available now on the Windows Store Sep 18, 2017 Go to last post 459 2,151 Discuss all recent and future PS3 updates here Sep 25, 2015 Go to last post 249 2,419 Discuss and share your Minecraft: Xbox 360 Edition creations! Jun 5, 2016 Go to last post 2,111 12,828 Discuss and share your Minecraft: Playstation 4 Edition creations. Mar 16, 2016 Go to last post 149 361 Discuss all recent and future Minecraft: Playstation 4 Edition updates here. Dec 18, 2015 Go to last post 56 1,410 Suggest and discuss new ideas for Minecraft: Playstation 4 Edition. Apr 2, 2015 Go to last post 47 132 Share and discuss Minecraft: Playstation 4 Edition Seeds. - - Discuss all recent and future Minecraft: Playstation Vita Edition updates here. - - Suggest and discuss new ideas for Minecraft: Playstation Vita Edition. - - Share and discuss Minecraft: Playstation Vita Edition Seeds. - - Discuss and share your Minecraft: Playstation Vita Edition creations. - - Discuss all recent and future Minecraft: Wii U Edition updates here - - Suggest and discuss new ideas for Minecraft: Wii U Edition - - Suggest and discuss new ideas for Minecraft: Nintendo Switch Edition - - Discuss all recent and future Minecraft: Nintendo Switch Edition updates here - - This forum is an archive of the Minecon 2012 threads Jan 23, 2013 Go to last post 112 1,779 Archive of threads discussing Minecon 2015 Mar 10, 2016 Go to last post 88 384 Archived threads discussing Minecon 2013 256 3,513 - - Tutorials and FAQs for unmodified (vanilla) Minecraft clients - - Tutorials and FAQs for modified Minecraft clients - - Tutorials and FAQs for setting up and troubleshooting servers - - Support for players of Minecraft: PlayStation 4 Edition. - - Support for players of Minecraft: PlayStation Vita Edition. - - Support for players of Minecraft on Xbox One, and for players of Minecraft: Xbox One Edition. - - Support for players of Minecraft: Xbox 360 Edition. - - Post here for discussions about Minecraft: Pocket Edition clans. Clan leaders are encouraged to post a thread about their clan here and keep all info and queries about that specific clan in that thread. Jul 27, 2018 Go to last post 476 10,752 Support for players of Minecraft on Windows 10. - - Support for modified Minecraft clients 4 - Support for players of Minecraft on mobile devices, and for players of Minecraft: Pocket Edition. - - Information on how to effectively administrate and manage a server - - Members: 7,286,406 Threads: 2,106,835 Posts: 23,306,901 Views: 5,022,755,467 5 Cool Minecraft Village Seeds 1.8.8 Seed 5: 4985944434465135059 Cool Desert plains Village Spawn Minecraft Seed 1.8.8 Seed 4: -2933162289622644972 Awesome Plains Ravine Village Spawn Minecraft seed 1.8.8 Seed 3: 4139647195480141282 Large Island Village Seed near Spawn Minecraft Seed 1.8.8 Island Village: X= -270 Y= 69 Z= 88 Seed 2: -5702394862797902258 Cool Savannah, plains Village SPawn Minecraft Seed 1.8.8 No loot/ Black smith chest In this video, I show you the top 10 FUN commands you absolutely need to try in the latest Minecraft update (1.20). These are without a doubt the best, coolest, and most fun commands in Minecraft Java 1.20 and older versions. I bet you had no idea some of these Minecraft commands existed Commands: Fireball: /summon fireball ~ ~ ~ {ExplosionPower:10,Item:{id:"minecraft:red_bed",Count:1}} Villager Killer: /execute at @e[type=minecraft:villager] run summon tnt (repeating block) Knockback Stick: /give @p minecraft:stick{Enchantments:[{id:knockback,lvl:10}]} Big Bang Creeper: /summon creeper ~ ~ ~ {ExplosionRadius:20} Super Speed: /effect give YourName minecraft:speed 10 20 Creeper Bee: /summon bee ~ ~ ~ {Passengers:[{id:creeper}],AngerTime:1000000} Particle Trail: /execute anchored feet at YourName run particle minecraft:happy_villager ~ ~ ~ 0.3 0.3 0.3 0.0000000000000001 5 force YourName (repeating block) Chicken Trail: /execute at @e[type=minecraft:snowball] run summon chicken (repeating block) Fat Creeper: /summon creeper ~ ~ ~ {ExplosionRadius:0,Fuse:1000} Giant Slime: /summon minecraft:slime ~ ~ ~ {Size:50}

- http://vesimport.ru/userfiles/file/21028e7d-41ff-4240-8054-6b77f28bf661.pdf
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