

vain miner mod download



Ore Excavation Mod 1.16.5/1.15.2 (New Shape Mining)

Ore Excavation Mod 1.16.5/1.15.2 allows players to mine whole veins of ore, cut down whole trees or any other tool based action in one go. Simple easy to understand configs are also provided for mod pack developers such as tool or block black listings, size limits, and tick rate.

This mod makes for easy vein mining or tree excavation. It allows you to hold down a key (` by default) while using any tool greater than wood and it will destroy every block of that kind within a certain radius.

VeinMiner 1.17.9.

Minecraft Forge's VeinMiner recreated for CraftBukkit and Spigot servers!

Overview Updates (68) Reviews (58) Version History Discussion.

1.13 1.14 1.15 1.16 1.17.

Legacy (Minecraft 1.8.x - 1.12.x): VeinMiner 1.11.3 - This version is NOT supported. Period.

If you have ever used the Minecraft Forge mod, VeinMiner, this plugin aims to recreate exactly that in an efficient, flexible and feature-filled way. Anything you've ever seen from the VeinMiner mod should be in the VeinMiner plugin, of course with a few minor feature changes due to the limitations of server modifications. If you have not yet used the VeinMiner mod. play more mod packs.

VeinMiner allows players to mine an entire vein of ores whilst sneaking and breaking an ore. It will break the entire vein when only needing to break one ore. Much like the original mod, there is an extremely powerful block list which can be modified in-game, as well as in the configuration file, to determine which blocks (and which data values) are capable of being vein mined. The lists are separated by tools and can be grouped by aliases to allow for a more flexible and simplistic mining experience. This is a fantastic perk for Prison, Factions and Semi-Vanilla servers that isn't overpowered, but still gives players a rewarding benefit for donating to your server.

NoCheatPlus AAC (Advanced AntiCheat) 5.x Spartan AntiAura Matrix 6.x.

Want to use custom keybinds!? VeinMiner does not natively support custom keybinds because it is a server-sided mod. However, by getting your players to install VeinMiner4Bukkit, a Fabric mod made by the same developer, Choco, your players can assign and use custom keybinds!

Commands for VeinMiner are lacking in features, but they can be useful for configuring most of the resource without having to open the configuration file, and they accomplish their purpose.

Description: The central command for VeinMiner that controls various aspects of the resource including block list manipulation, tool toggle, and basic information.

veinminer.veinmine.*:

Description: Allow access to the "/veinminer toollist" sub-command, and all of its sub-commands, "add", "remove" and "list"

Default: Operators have this permission by default Children:

Description: Allow access to the "/veinminer blocklist <category> list" subcommands.

Default: Operators have this permission by default Children: (this is a dynamic permission node)

Description: Allow access to the "/veinminer toollist <category> list" subcommands.

Default: Operators have this permission by default Children: (this is a dynamic permission node)

MetricsEnabled : true PerformUpdateChecks : true DefaultActivationStrategy : SNEAK # The default activation strategy to set for players that have not explicitly set it VeinMiningPattern : 'veinminer:expansive' # The vein mining pattern to use. For most users, this should remain default SortBlocklistAlphabetically : true # Whether or not to sort the block list alphabetically when disabled with a command CollectItemsAtSource : true # Whether items from vein mines will be dropped at the source block NerfMcMMO : false # If true, only grants McMMO experience for the FIRST block mined in a vein, as opposed to all blocks if false RepairFriendlyVeinminer : false # Whether or not VeinMiner will stop vein mining if the tool reaches 1 durability while mining IncludeEdges : true # Whether to search for blocks diagonally when vein mining MaxVeinSize : 64 # The maximum size of a vein for all categories (unless otherwise specified in the categories.yml) Cost : 0.0 # The cost per use of vein miner. This requires Vault and an economy plugin to be installed Hunger : # Various hunger-related options HungerModifier : 4.0 # How much exhaustion is applied for every block broken while vein mining. Every point is 0.025 hunger/exhaustion per block MinimumFoodLevel : 1 # The minimum food level required to vein mine. If vein mining while this value is hit, it will stop HungryMessage : "&7You are too hungry to vein mine!" # The message to send the player when they are too hungry DisabledGameModes : # A list of game modes in which VeinMiner is disabled - CREATIVE - SPECTATOR DisabledWorlds : # A list of all worlds in which VeinMiner is disabled - WorldName Client : # Options that allow better control over the optional client-sided mod AllowClientActivation : true # Whether or not to allow the use of VeinMiner4Bukkit DisallowedMessage : # The message to send to clients with the mod installed if AllowClientActivation is disabled. Set to [] to not send a message - "&7&oThe VeinMiner client mod is disabled on this server." SuggestClientModPeriod : "1d" # The time period to remind players without VeinMiner4Bukkit installed to install it. -1 to not remind, or format: 1w2d3h4m5s SuggestionMessage : # The suggestion message to send - "&7This server runs

&fVeinMiner&7. An &cooptional &7Fabric mod may be installed to allow you to use custom keybinds." - "&7Download at :
&fhttps://www.curseforge.com/minecraft/mc-mods/veinminer4bukkit"

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# This BlockList option is dynamic. For every entry in the BlockList (i.e. "Pickaxe", "Axe", "Shovel", etc.), # an entry with the exact same ID is listed in the categories.yml BlockList : Pickaxe : # A list of all blocks breakable by the "Pickaxe" category - 'minecraft:amethyst_cluster' - 'minecraft:ancient_debris' - 'minecraft:coal_ore' - 'minecraft:copper_ore' - 'minecraft:deepslate_coal_ore' - 'minecraft:deepslate_copper_ore' - 'minecraft:deepslate_diamond_ore' - 'minecraft:deepslate_emerald_ore' - 'minecraft:deepslate_gold_ore' - 'minecraft:deepslate_iron_ore' - 'minecraft:deepslate_lapis_ore' - 'minecraft:deepslate_redstone_ore' - 'minecraft:diamond_ore' - 'minecraft:emerald_ore' - 'minecraft:gold_ore' - 'minecraft:iron_ore' - 'minecraft:lapis_ore' - 'minecraft:nether_quartz_ore' - 'minecraft:nether_gold_ore' - 'minecraft:raw_copper_block' - 'minecraft:raw_gold_block' - 'minecraft:raw_iron_block' - 'minecraft:redstone_ore' Axe : # A list of all blocks breakable by the "Axe" category - 'minecraft:acacia_log' - 'minecraft:acacia_wood' - 'minecraft:birch_log' - 'minecraft:birch_wood' - 'minecraft:brown_mushroom_block' - 'minecraft:carved_pumpkin' - 'minecraft:crimson_hyphae' - 'minecraft:crimson_stem' - 'minecraft:dark_oak_log' - 'minecraft:dark_oak_wood' - 'minecraft:jungle_log' - 'minecraft:jungle_wood' - 'minecraft:melon' - 'minecraft:oak_log' - 'minecraft:oak_wood' - 'minecraft:pumpkin' - 'minecraft:red_mushroom_block' - 'minecraft:spruce_log' - 'minecraft:spruce_wood' - 'minecraft:warped_stem' - 'minecraft:warped_hyphae' Shovel : # A list of all blocks breakable by the "Shovel" category - 'minecraft:gravel' - 'minecraft:powder_snow' - 'minecraft:sand' - 'minecraft:snow' - 'minecraft:soul_sand' - 'minecraft:soul_soil' Hoe : # A list of all blocks breakable by the "Hoe" category - 'minecraft:beetroots [ age=3 ]' - 'minecraft:brown_mushroom' - 'minecraft:carrots [ age=7 ]' - 'minecraft:moss_block' - 'minecraft:moss_carpet' - 'minecraft:potatoes [ age=7 ]' - 'minecraft:red_mushroom' - 'minecraft:wheat [ age=7 ]' Shears : # A list of all blocks breakable by the "Shears" category - 'minecraft:acacia_leaves' - 'minecraft:azalea_leaves' - 'minecraft:birch_leaves' - 'minecraft:black_wool' - 'minecraft:blue_wool' - 'minecraft:brown_wool' - 'minecraft:cobweb' - 'minecraft:cyan_wool' - 'minecraft:dark_oak_leaves' - 'minecraft:flowering_azalea_leaves' - 'minecraft:gray_wool' - 'minecraft:green_wool' - 'minecraft:jungle_leaves' - 'minecraft:light_blue_wool' - 'minecraft:light_gray_wool' - 'minecraft:lime_wool' - 'minecraft:magenta_wool' - 'minecraft:oak_leaves' - 'minecraft:orange_wool' - 'minecraft:pink_wool' - 'minecraft:purple_wool' - 'minecraft:red_wool' - 'minecraft:spruce_leaves' - 'minecraft:white_wool' - 'minecraft:yellow_wool' Hand : [ ] # A list of all blocks breakable by the "Hand" category (empty by default) All : # A list of all blocks breakable by all registered categories - 'minecraft:ice' - 'minecraft:packed_ice' - 'minecraft:blue_ice'
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# A list of collections of blocks that should be calculated in the same vein # For example, when mining a red mushroom block, brown mushroom blocks will also be broken in the same vein Aliases : - 'minecraft:acacia_log,minecraft:acacia_wood' - 'minecraft:birch_log,minecraft:birch_wood' - 'minecraft:brown_mushroom_block,minecraft:red_mushroom_block' - 'minecraft:carved_pumpkin,minecraft:pumpkin' - 'minecraft:crimson_hyphae,minecraft:crimson_stem' - 'minecraft:dark_oak_log,minecraft:dark_oak_wood' - 'minecraft:grass,minecraft:tall_grass' - 'minecraft:jungle_log,minecraft:jungle_wood' - 'minecraft:oak_log,minecraft:oak_wood' - 'minecraft:spruce_log,minecraft:spruce_wood' - 'minecraft:warped_hyphae,minecraft:warped_stem'
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Axe : # The category ID. In-game, this will be lower-cased. MUST BE UNIQUE. MaxVeinSize : 64 # The maximum vein size for this category specifically. Overrides the "MaxVeinSize" in the config.yml Items : # A list of all items in this category - 'minecraft:wooden_axe' - 'minecraft:stone_axe' - 'minecraft:golden_axe' - 'minecraft:iron_axe' - 'minecraft:diamond_axe' - 'minecraft:netherite_axe' Hoe : MaxVeinSize : 64 Items : - 'minecraft:wooden_hoe' - 'minecraft:stone_hoe' - 'minecraft:golden_hoe' - 'minecraft:iron_hoe' - 'minecraft:diamond_hoe' - 'minecraft:netherite_hoe' Pickaxe : MaxVeinSize : 64 Items : - 'minecraft:wooden_pickaxe' - 'minecraft:stone_pickaxe' - 'minecraft:golden_pickaxe' - 'minecraft:iron_pickaxe' - 'minecraft:diamond_pickaxe' - 'minecraft:netherite_pickaxe' Shears : MaxVeinSize : 64 Items : - 'minecraft:shears' Shovel : MaxVeinSize : 64 Items : - 'minecraft:wooden_shovel' - 'minecraft:stone_shovel' - 'minecraft:golden_shovel' - 'minecraft:iron_shovel' - 'minecraft:diamond_shovel' - 'minecraft:netherite_shovel'
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# ExampleCategory: # MaxVeinSize: 10 # Items: # - 'minecraft:torch' # - 'minecraft:redstone_torch': # NOTE: You can include more specific options such as "Name", "Lore", and override different options by making the listed item a YAML category! # Name: "&6My Cool Torch!" # Lore: # - "First line!" # - "&5Second line!" # - 'minecraft:potato': # Name: "&8Special item!" # MaxVeinSize: 128 # IncludeEdges: false.
```

RepairFriendlyVeinminer IncludeEdges MaxVeinSize Cost DisabledWorlds.

The API for VeinMiner has been constantly changing during its development, but it's now reached a state where it should remain relatively stable. There are various aspects of the API that can be manipulated by an external plugin, and if you're interested in doing so, you are welcome to check out the numerous pages on the Spigot Wiki that can be found by clicking the respective topic below:

[TODO] Listening for when players vein mining [TODO] Manipulating blocklists / player capabilities [TODO] Registering custom material aliases.

For those of you that like to explore projects on your own and see what you can do, VeinMiner is completely documented and filled with detailed information over every single class, method and constant. There are Javadocs hosted on my website for you to browse, and you can find them here: <https://choco.wtf/javadocs/veinminer/>

VeinMiner has been happily open sourced for a long time and is ready to be contributed to! If you are a VeinMiner API user or if you are simply interested in the code that goes behind the inner-workings of this plugin, its source code is available on GitHub for you to browse and hack away at. You can find the source code by going to VeinMiner's public repository. If you are familiar with Git, you are free to clone, fork or make a pull request to VeinMiner. If I approve of any changes you decide to pull request, I may consider merging the changes into the main branch and uploading a version with your code. You will be credited in the very next changelog, as well as a link to your PR.

This resource is brought to you free of charge without any obligation to pay anything! I love to provide free resources such that people are enjoying it on their servers. Unfortunately, not everything in life is free and I will eventually need some monetary support of some kind. If you enjoy this project and what it provides to your server, please do consider donating as a little thank you for my hard work. I spent countless hours working on

this project and all of it is provided without asking for anything.

Donating is not a requirement, and I do not expect anyone to donate. If you so chose to donate out of your own good will, I greatly appreciate the support, and I hope that you enjoy this resource as much as I do developing it! Thank you!

Can you add a customizable keybind aside from shift? Like tilda!? YES! You can! Sort of. VeinMiner is a server-sided mod and cannot listen for key presses, therefore in order to support custom keybinds, your players must install a client-sided Fabric mod. This mod is entirely optional but allows your players to use custom keybinds. This is the only way.

VeinMiner Mod for PC.

Download VeinMiner Mod PC for free at BrowserCam. Drodon Studio published VeinMiner Mod for Android operating system mobile devices, but it is possible to download and install VeinMiner Mod for PC or Computer with operating systems such as Windows 7, 8, 8.1, 10 and Mac.

Let's find out the prerequisites to install VeinMiner Mod on Windows PC or MAC computer without much delay.

Select an Android emulator: There are many free and paid Android emulators available for PC and MAC, few of the popular ones are Bluestacks, Andy OS, Nox, MeMu and there are more you can find from Google.

Compatibility: Before downloading them take a look at the minimum system requirements to install the emulator on your PC.

For example, BlueStacks requires OS: Windows 10, Windows 8.1, Windows 8, Windows 7, Windows Vista SP2, Windows XP SP3 (32-bit only), Mac OS Sierra(10.12), High Sierra (10.13) and Mojave(10.14), 2-4GB of RAM, 4GB of disk space for storing Android apps/games, updated graphics drivers.

Finally, download and install the emulator which will work well with your PC's hardware/software.

How to Download and Install VeinMiner Mod for PC or MAC:

Open the emulator software from the start menu or desktop shortcut in your PC. Associate or set up your Google account with the emulator. You can either install the app from Google PlayStore inside the emulator or download VeinMiner Mod APK file from the below link from our site and open the APK file with the emulator or drag the file into the emulator window to install VeinMiner Mod for pc.

You can follow above instructions to install VeinMiner Mod for pc with any of the Android emulators out there.

VeinMiner.

A mod to help mine veins of ores by mining blocks of the same type in a chain reaction, giving you the blocks at the end.

It is inspired by Connected Destruction by Bspkr.

It improves upon Connected Destruction by:

Can be optionally be installed in the client for hotkey support Can have personal settings (that can be remembered using the client part of the mod Actually uses the tool to mine, so drops are correct.

For better support for mods, use VeinMiner Mod Support.

Modpack permission: Ask and don't receive - If you ask for permission to use this mod in any pack, you are not allowed to use it in any pack for 1 month. (Telling me that you are using it a pack is ok, but don't make it a question).

Vain miner mod download.

The One Vein-Miner-Datapack to displace all previous Versions.

There is no way of remapping the button that controls vein mining. If you want to do that, play the mod.

The 1.17-Version was tested in the full 1.17-release.

The new blocks are not working to be veinmined just yet though.

This Veinminer works with all tools:

All Pickaxes, All Axes, All Shovel and All Hoes and also Shears.

Using these tools still follows the same principle as past Versions: Mine Blocks while sneaking and all identical Blocks that are orthogonally connected to the one mined, up to a distance of 4 Blocks will be mined too. The theoretical Maximum Volume of Blocks that it will mine is 9x9x9, or 729 Blocks. (Theoretically because the player has to stand somewhere)

The Durability of the Tool is used up the same Rate as if you mined each Block individually. The Durability Loss can be reduced with Unbreaking enchants on the Tools. A major change in comparison to past Versions: If the tool runs out of durability then it stops veinmining. For example if

your tool only has 4 durability left, you will only be able to veinmine 3 Blocks. Because it stops at 1, just like Minecraft Tools behave normally. The Tool will never be destroyed, unless you try to mine a block with 1 durability, which will destroy your tool, logically.

Fortune and Silk Touch Enchants on the used Tools are taken into Account as well when mining Blocks that are affected by those Enchantments. This includes crops, you just have to veinmine them with an axe, shovel or pickaxe. Veinmining Ores will drop their experience orbs just as they would normally. The total amount of experience you would get is condensed into as few orbs as possible.

It works with Unbreaking 1,2 and 3. Every Block you veinmine has a chance to not count towards the durability-loss of your Tool. This means you will be able to mine tons more Blocks with the same tool than in previous Versions.

If this datapack is installed a new advancement tab shows up to let you know that it's installed.

In Accordance to the Conventions of the Minecraft Datapacks Discord. The icon description lets you know there is a function you can call through the ingame chat:

You need to have permissions to execute this command through chat. Either via a LAN-world in which cheats are enabled or being opped on a Server. If you execute this function it will display a message where you can change variables which control the 3 following things:

1 - veinmining with or without enchantment:

Do you want it to only work as an Enchantment? This is per default [enabled]. To add it on your tool drop them onto an Enchanting Table, then throw an ender eye on the table too (throw them out of your Inventory, standard key is "q"). The Tool will jump up for a second and will have the Enchantment added. Be sure to do this in Survival Mode, since the datapack is only useable in Survival Mode. With the Enchantment-Option you can still use other tools normally without accidentally veinmining.

Do you want it to work without the Enchantment? Then click [disable] in the chatmessage.

2 - the hunger-debuff.

The more Blocks are mined the more Hunger you get. This is per default [enabled]. I tried to make the Effects more balanced compared to previous Versions, but if you feel it's still too extreme, then turning it off may be better for you.

If you want to stop these effects from being applied then click [disable] in the chatmessage.

3 - teleporting the mined items.

The Items from the Blocks you mined will appear at the original Block you veinmined. These can be teleported to the player. This is per default [enabled]. This happens immediatly after mining an area, the smaller the area the faster it happens. If you're ok with that you don't need to change it.

If you want to disable that to stop the items from filling your Inventory too quickly, then you can turn that off by clicking [disable] in the chatmessage.

Limit veinmining to certain Blocks:

This is something that can't be done by setting a value somewhere. You'll need to have to edit the pack. A how to with an example can be found as a Wiki entry.

Download the zip-file corresponding to the Version you want to use this on:

Then open your minecraft directory, where the savefile for your world is saved. Your worldsave contains a folder "datapacks", where the zipfile needs to be copied into. Just drag and drop and you're done.

Minecraft will enable new available Datapacks on a restart of the world. If the world is currently running, you will need to type the command: "/reload" into chat.

To uninstall the Vein miner from your world, run the function "uninstall_vm" once through chat:

This will remove the scoreboards that were added. Then close the world and delete the datapack in your worldsave. It might be necessary to close Minecraft completely since a message could pop up saying: "the file is still in use".

The commands detect the items that drop from the mined Blocks and read its ID. I do this to spare a whole load of commands and a lot of function files. This shrinks the filesize (Not so fun fact: the first version was about 6 MB) but is also a potential source of errors, since the Blocks need to drop what they would do in the Vanilla Game (without any additional datapacks). If you have a datapack that changes Block-loot-tables then things could break.

Updated 17.06.2020 (dd.mm.yyyy)

1.17 changed some command syntax so this now is fixed. The new blocks will not work though. that will come with a later version.