

TechniCube UHC Box by gerrybrano

(Version 1.8 v2)

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The TechniCube UHC Box is a convenient, simple to use tool for setting up UHC matches using the latest version of Minecraft. Simply import the schematic into a world. It automatically sets up everything for you, and provides lots of options to choose from.

Using the UHC Box

- Every player receives a book entitled "UHC Box Menu".
- Page 1 of the book is the interface for choosing teams and options for the game.
- The other pages are the operation manual and contain everything you need to know.

Features

- 14 available teams, plus 'Leave Team' for solo play, and spectator.
- Toggle team damage, world border, hearts in tab list/below name, and enemy name tags on/off.
- World size selection, terrain pre-generator and minute mark interval selection.
- Automatically puts players into spectator mode when they die, or join after the start of the game.

What's New

- Redesigned for better performance.
- New lobby & book menu system with sound.
- World spawn, world border, and spread players all centered on the box's location.
- Team randomizer and team join on/off.
- Toggle the nether, Notch apples, regeneration, and/or level II potions on/off.
- Difficulty selector.
- Eternal time day/night/off selector.
- Start countdown with titles and sound.
- Plays sounds on minute mark and player death.
- Respawn in spectator mode where you died.

Downloads

- There are 2 downloads available. The 'Minecraft World Save' and 'MCEdit Schematic'.
- The world save download contains 10 worlds with the box pre-installed in addition to the schematic.
- The schematic download contains only the schematic file and requires MCEdit to install.

Installing the UHC Box Schematic

1. Launch Minecraft 1.8, select 'Singleplayer' and create a new world in 'Game Mode: Creative'.
2. Wait for the world around you to finish generating terrain, then close the world.
3. Launch MCEdit and click 'Load World', then select the world and click 'Load'.
4. Hold right click and look straight up, then hold the 'Z' key until you are below the bedrock.
5. Click the 'Import' button on the bottom, navigate to the UHC Box schematic, then click 'Open'.
6. Place your cursor over a block and click once.
7. Check the boxes on the left for 'Chunk Align' and 'Copy Air'. Uncheck 'Copy Biomes'.
8. Click 'Import', then save the changes (control+S) and quit MCEdit (control+Q).

9. Reopen the world in Minecraft if you wish to run the terrain pre-generator at this time.

Pre-Generation Time Estimates

0496 blocks - 005 min
1008 blocks - 015 min
1520 blocks - 030 min
2032 blocks - 060 min
2544 blocks - 090 min
3056 blocks - 120 min

The world is now ready. Place it in your server directory along with the server.properties file provided. Edit the level-name, server-ip, and any other lines you feel necessary in server.properties. If you use your own server.properties, remember to enable command blocks and do not set difficulty to 0. Start your server and enjoy.

Known Issues with 1.8 v2

- In 1.8, a regaining hunger bug occurs when you join a server on peaceful and then switch difficulty. The client still thinks it's in peaceful and the hunger meter only visually refills. A relog after the difficulty change fixes the problem.

Links

- [10 UHC Worlds](#)
- [UHC Box Schematic](#)
- [MCEdit](#)
- [Amidst](#)

If you use this box for YouTube or Twitch content, please add the following in the description.

TechniCube UHC Box - <http://www.planetminecraft.com/project/minecraft-uhc-box/>