

地形配置

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★ 世界尺寸：同时控制大陆与海洋面积

世界尺寸 data\etn\worldgen\density_function\overworld\c1.json
data\etn\worldgen\density_function\overworld\c1a.json

```
{
  "type": "minecraft:cache_2d",
  "argument": {
    "type": "minecraft:spline",
    "spline": {
      "coordinate": {
        "type": "minecraft:shifted_noise",
        "noise": "minecraft:continentalness",
        "xz_scale": 0.2,
        "y_scale": 0,
        "shift_x": "minecraft:shift_x",
        "shift_y": 0,
        "shift_z": "minecraft:shift_z"
      },
      "points": [
        {
          "location": -1.2,
          "derivative": 0,
          "value": -1.2
        },
        {
          "location": 1.35,
          "derivative": 0,
          "value": 1.2
        }
      ]
    }
  }
}
```

"xz_scale": 0.2, 控制大陆面积, 越小越面积大 (0.01~1)

"location": 1.35, 控制海洋与大陆面积之比, 越小大陆占比越大 (0.1~2)

```
"argument": {
  "shift_y": {
    "argument1": {
      "shift_y": {
        "argument1": {
          "argument1": "minecraft:shift_x",
          "argument2": 3
        },
        "shift_y": 0,
        "shift_z": {
          "type": "minecraft:mul",
          "argument1": "minecraft:shift_z",
          "argument2": 3
        }
      },
      "argument2": 80
    },
    "shift_z": 0
  },
  "argument2": 200
},
"shift_z": 0
},
"argument2": 300
},
"shift_z": 0
},
"argument2": 400
},
"shift_z": 0,
"xz_scale": 0.2,
"y_scale": 0
}
```

"xz_scale": 0.2, 要同步上方的值

★ 河流设置

大河流宽度 data\etn\worldgen\density_function\overworld\r\1\1.json

```
{
  "type": "minecraft:cache_2d",
  "argument": {
    "type": "minecraft:spline",
    "spline": {
      "coordinate": {
        "type": "minecraft:abs",
        "argument": "etn:overworld/r/1"
      },
      "points": [
        {
          "location": 0,
          "derivative": 0,
          "value": -0.3
        },
        {
          "location": 0.008,
          "derivative": 0,
          "value": -0.28
        },
        {
          "location": 0.048,
          "derivative": 0,
          "value": 0
        }
      ]
    }
  }
}
```

"location": 0.008, 河面宽度, 越大越宽 (0.001~0.1)

"location": 0.008, 河与大陆的平缓过度距离, 越大距离越宽 (0.001~0.1) 这里是 $0.008 * 6 = 0.048$

小河流宽度 data\etn\worldgen\density_function\overworld\r\2\1.json

```
{
  "type": "minecraft:cache_2d",
  "argument": {
    "type": "minecraft:spline",
    "spline": {
      "coordinate": {
        "type": "minecraft:abs",
        "argument": "etn:overworld/r/2"
      },
      "points": [
        {
          "location": 0,
          "derivative": 0,
          "value": -0.3
        },
        {
          "location": 0.008,
          "derivative": 0,
          "value": -0.26
        },
        {
          "location": 0.064,
          "derivative": 0,
          "value": 0
        }
      ]
    }
  }
}
```

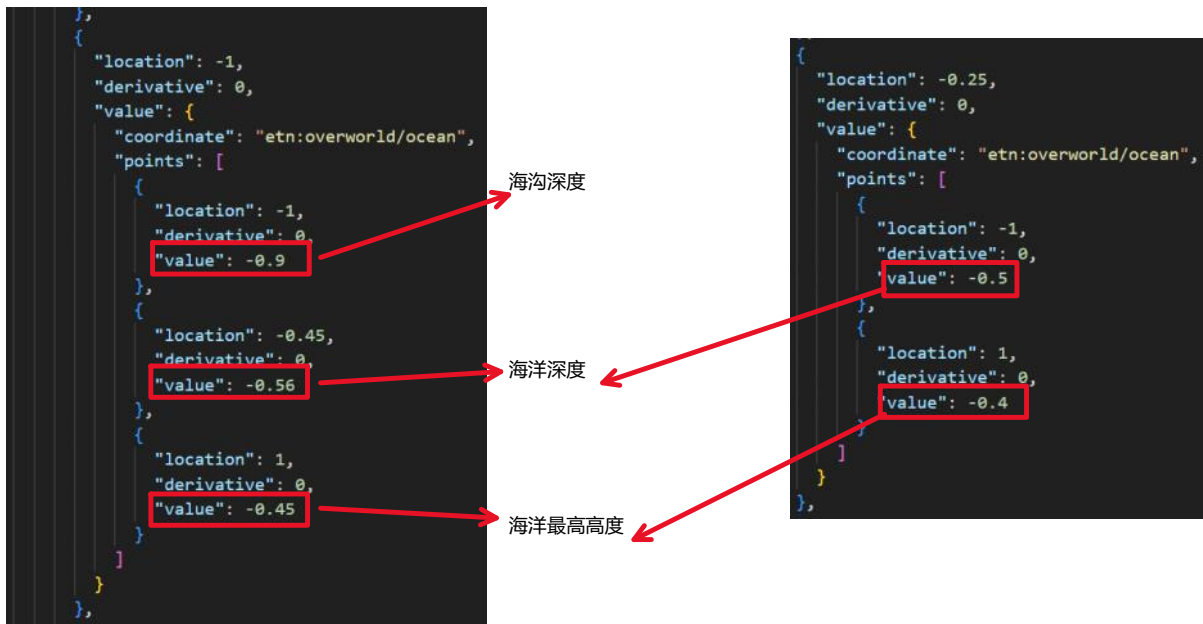
设置与上方同理

★ 这个是具体地形的文件，可以适当修改部分参数。（河床深度，海洋深度，山脉高度）

具体地形控制 data\minecraft\worldgen\density_function\overworld\offset.json

★ 深海深度 (-1~-0.35)

★ 浅海深度 (-0.4~-0.04)



★ 海岸高度



★ 地形设置 (山脉高度, 河流深度)

```
{
  "location": 0,
  "derivative": 0,
  "value": {
    "coordinate": "etn:overworld/m/em1",
    "points": [
      {
        "location": -0.3,
        "derivative": 0,
        "value": -0.38
      },
      {
        "location": -0.24,
        "derivative": 0,
        "value": -0.345
      },
      {
        "location": 0,
        "derivative": 0,
        "value": {
          "coordinate": "etn:overworld/m/em",
          "points": [
            {
              "location": -1.1,
              "derivative": 0,
              "value": -0.325
            },
            {
              "location": 5,
              "derivative": 0,
              "value": 1.75
            }
          ]
        }
      }
    ]
  }
}
```

河流最低极值 (河流最深的深度)

河流边界深度 (这个一般可以不
改)

注: 河流与地面会进行平滑过度, 但如果地面高度太高, 水平过度距离短就会很垂直。
解决办法加宽河岸过度。

地面高度(-0.325~2)

山脉高度 (-0.34~2)

★ 地下地形

顶部高度 data\etn\worldgen\density_function\overworld\caves\2_top.json

```
{
  "type": "minecraft:cache_once",
  "argument": {
    "type": "minecraft:add",
    "argument1": {
      "type": "minecraft:y_clamped_gradient",
      "from_y": 40,
      "to_y": -100,
      "from_value": 1.5,
      "to_value": -1.5
    }
  }
}
```

"from_y": 40, 顶部高度

"to_y": -100, 尖刺向下生成长度

地面高度 data\etn\worldgen\density_function\overworld\caves\3_down.json

```
{
  "type": "minecraft:cache_once",
  "argument": {
    "type": "minecraft:add",
    "argument1": {
      "type": "minecraft:y_clamped_gradient",
      "from_y": -5,
      "to_y": -96,
      "from_value": -1.5,
      "to_value": 1.5
    }
  }
}
```

"to_y": -96, 地面斜坡最低处高度

群系配置

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★ 群系过度设置

大陆性 data\minecraft\worldgen\density_function\overworld\continents.json
侵蚀性 data\minecraft\worldgen\density_function\overworld\erosion.json
温度图 data\minecraft\worldgen\density_function\overworld\temperature.json
湿度图 data\minecraft\worldgen\density_function\overworld\vegetation.json
奇异图 data\etn\worldgen\density_function\overworld\r\1a.json

```
{
  "type": "minecraft:add",
  "argument1": "etn:overworld/erosion",
  "argument2": {
    "type": "minecraft:mul",
    "argument1": "etn:overworld/excessive_biomes",
    "argument2": 0.05
  }
}
```

"argument2": 0.05, 值越大，混合平滑越强。修改文件里值为0.03(0~0.2)，其他同级文件同理。

★ 群系尺寸:

温度图 data\etn\worldgen\density_function\overworld\temperature.json
湿度图 data\etn\worldgen\density_function\overworld\vegetation_1.json

```
{
  "type": "minecraft:flat_cache",
  "argument": {
    "type": "minecraft:shifted_noise",
    "noise": "minecraft:temperature",
    "xz_scale": 0.2,
    "y_scale": 0,
    "shift_x": "minecraft:shift_x",
    "shift_y": 0,
    "shift_z": "minecraft:shift_z"
  }
}
```

"xz_scale": 0.2, 控制群系各条件的尺寸大小，越小越尺寸（面积）大（0.01~1）

地物配置

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★ 一个是最小值为0，一个是最大值为5。个人建议不用动最小值。最大值一般不超过100，建议（0~30）

河岸小湿地概率 data\etn\worldgen\placed_feature\river\lake.json

沼泽小湖泊概率 data\etn\worldgen\placed_feature\swamp\lake.json

```
{
  "feature": "bew:brook/water",
  "placement": [
    {
      "type": "minecraft:count_on_every_layer",
      "count": {
        "type": "minecraft:biased_to_bottom",
        "value": {
          "min_inclusive": 0,
          "max_inclusive": 5
        }
      }
    },
    {
      "type": "minecraft:heightmap",
      "heightmap": "WORLD_SURFACE_WG"
    },
    {
      "type": "minecraft:biome"
    }
  ]
}
```