Minecraft Console Commands and Cheats: how to use The Commands

So to take the hard work of crafting and speed up your inventory management, here's a list of handy Minecraft cheats - achieved by something called console commands.

It's not as difficult as it sounds. All the details are explained below. Also, check out our guide on how to tame a fox in Minecraft, and how to enable ray-tracing within the block-builder.

First the fact that cheats can only be used only on PC. Console players will have to continue to play the traditional method. These can only be utilized in worlds with cheats enabled. This is why you will be asked to do this when you create the world you want to create or play an individual-player LAN game, and then select "Allow" Cheats.

Once you have your cheat-enabled world installed, you'll need to enter some commands. The first step is to press the C' key to bring up the command bar.

The command bar is where you will enter commands. Each one must be preceded by a forward-slash (/). You'll also need to select targets to receive your cheats. However, rather than typing out the full names you can make use of the shortcuts for a shorthand target selector:

@p = the closest player. @r = random player

@a = All Players

- @e = all entities

- @s = the person who executes the command

These are the fundamentals. Now you can enter your cheat using the following console commands.

Minecraft player console commands

Kill

/kill [player] Kills your character. If there are other players in your world, you may also target them by typing their name.

Teleport

/tp [player] Teleport yourself to specific coordinates in the world. Again, it can be used on a different player by adding their name.

Status Effects

/effect [duration] Applies an effect of your choice to the specified player or entity, with the duration measured in seconds.

Clear Status Effects

Clears all effects, or just a specified effect from a player or entity

Enchantment

"/enchant" [level] Applied an enchantment specific to the selected item of the player, at their own discretion.

Experience

/experience add Adds points of experience to the player. By adding the word "levels" at the end will result in the addition of the levels of experience instead.

/help [CommandName] Provides more details on the selected command.

Give

/give [Amount]

Give an item to another player in a specific amount.

Commands for Minecraft World Console

Seed Code

Seed Gets you an access code for your seed to help you build your world in the future.

Place World Spawn

/setworldspawn [x,y,z] Change the worldspawn location to the current position of the player or to an unspecified number of coordinates.

Change the game mode

/gamemode [player]

You can switch the game's game mode to adventure, survival, creative or even spectator.

Change the difficulty level

/difficulty Adjust difficulty level to peaceful, normal easy, hard, or peaceful.

Change World Time

time set Set the world's game time using the following numbers: 0 = Daylight, 1000 = Morning, 6000 = Midday, 12000 = Dusk or 18000 = Night.

Stop the Night/Day Cycle

Gamerule doDaylightCycle false To turn the night/day cycle off, set false to true to start it over.

Weather

Weather [duration] Changes the weather. Types include clear thunder, rain and an additional duration in seconds.

Turn off Weather Changes

The /gamerule doWeatherCycle False Weather change are turned off and false is replaced with true to reactivate.

Clones blocks between coordinates (and) and places them at the coordinates (and).

Atlantis mode

/atlantis

This is a unique one - raise the water level in your world to mimic Atlantis.

Change Fall damage

/falldamage Turn the fall damage on and off.

Fire damage

/firedamage Switch off fire damage and turn it back on.

Water damage

/waterdamage Change whether water damage is enabled

Instant plant

Instant Plant - Seeds planted immediately begin to grow.
https://top-minecraft-servers.info/

Instant mine

One-click mining is possible with /instantmine.

Minecraft Mob and Item commands

Add to your Inventory

/give [quantity] Adds a specified item to the player's inventory in the specified amount if possible.

Keep Inventory after death

/gamerule keepInventory true You do not lose inventory items after dying. To undo, replace true by false.