

## 2. For Each Axis (X/Y/Z) Individually

Here are 31 public repositories matching this topic...

feather-rs / feather

Entity physics

Implement entity physics: gravity and collisions with blocks.

The basic algorithm for Minecraft entity physics is, each tick, to:

1. Add velocity to position. 2. For each axis (X/Y/Z) individually, check for collisions between the entity's bounding box and blocks. If there are any, clamp the entity's position to the edge of the block. There are some useful details on collision detection [\[here\]](#)

Tracking issue: complete command support

MCSManager / MCSManager

Quan Zhong Wen ,Fen Bu Shi ,Gao Kuo Zhan Xing ,Kai Xiang Ji Yong ,Zhi Chi Docker,Jian Rong Minecraft He Suo You Kong Zhi Tai Cheng Xu De Fu Wu Duan Cheng Xu Guan Li Mian Ban

- Updated Jul 29, 2022 - TypeScript

ViaVersion / VIAaaS

ViaVersion as a Service - standalone ViaVersion proxy

- Updated Jul 29, 2022 - Kotlin

MCSManager / Daemon

Gua Yong Yu MCSManager De Shou Hu Jin Cheng ,Yong Yu Yu Mian Ban Duan Jin Xing  
Fen Chi Zhi Jie Kong Zhi He Guan Li Cheng Xu

- Updated Jul 30, 2022 - TypeScript

garet90 / MotorMC

MotorMC is a blazing fast, multi threaded, asynchronous Minecraft server software that aims to handle many players (1000+) on a single world while still providing an experience as close to vanilla Minecraft as possible.

- Updated Nov 30, 2021 - C

Elytrium / ElytraProxy

Really customizable Minecraft proxy server with Auth, AntiBot, etc, based on Velocity.  
Supports 1.7 - 1.17.1

- Updated Aug 27, 2021 - Shell

Itay2805 / mcserver

A Minecraft 1.15.2 Server implemented in go

- Updated Oct 17, 2020 - Go

Gigawhat-net / Gigawhat-Essentials

The Gigawhat Essentials mod, A mod based on the EssentialsX plugin suite.

- Updated May 28, 2022 - Java

Henryws / mine

Quick start your Minecraft server with mine! Featuring one command install capabilities and other spiffy features, this is the go to wrapper for Minecraft

- Updated Dec 23, 2021 - Shell

story-network / pancake-server

Custom Minecraft server software

- Updated Aug 31, 2021 - Java

mtoensing / MCMonitor

Display basic minecraft server information with query and php

- Updated Nov 28, 2020 - PHP

alvesvaren / mccli

- Code - Issues - Pull requests - Discussions

Command-line interface to manage multiple (or one) Minecraft server on a Linux system.

- Updated Mar 29, 2021 - Python

MlgmXyysd / Mirror

A Minecraft Server Core Mirror.

- Updated Jan 10, 2019

MCSManager / MCSManager-v8.7

MCSManager 8.7 Bei Fen Cang Ku / Quan Zhong Wen ,Qing Liang Ji ,Kai Xiang Ji Yong  
,Duo Shi Li He Zhi Chi Docker De Minecraft Fu Wu Duan Guan Li Mian Ban

- Updated Feb 21, 2022 - JavaScript

cerus / nylium

Open source Minecraft server written from scratch

- Updated Jul 23, 2021 - Java

Benonardo / BenPlane

The best server software ever.

- Updated Dec 24, 2021 - Kotlin

chiralpenguin / Purepur

Fork of Purpur specifically for Purity Vanilla.

- Updated May 28, 2022 - Shell

Karsteski / Cutercon

Minecraft Remote Console Program written in Python

- Updated May 14, 2021 - Python

MegaTKC / Feather

Feather server software, fork of Pocketmine.

- Updated Jan 12, 2022 - PHP

MajsterTynek / protomc

a library to manage minecraft connection

- Updated Aug 12, 2018 - C++

IdeallyGrey / MinecraftServerManager

- Code - Issues - Pull requests

An easy to use TUI for installing, managing, and running Minecraft servers. I do what the voices in my head tell me Works on any Unix-like operating system (Linux, MacOS, etc..) Perfect for a RaspberryPi!