I'm not a bot

Etymology Verb Middle English fillen, fullen, fellen, going back to Old English fyllan, going back to Germanic *fulljan- (whence also Old Frisian fella "to fill," Old Saxon fullian, Old High German fullen, Old Icelandic fylla, Gothic fulljan), weak verb derivative from the stem of *fulla- full entry 1 Noun (sense 1) Middle English fille, fulle, felle, going back to Old English fyllu, fyll, going back to Germanic *full-n- (whence also Middle Dutch volle "full supply, fill," Old High German full, foll, Old Icelandic fylli, Gothic ufarfullei "superfluity"), from *fulla- full entry 1 + *-n-, noun suffix of quality; (sense 2) derivative of fill entry 1 Note: As with other nouns originally formed with the suffix *-n-, Old English has reclassed the nouns as regular *- feminine nouns by association with the suffix *-i. First Known Use Verbbefore the 12th century, in the meaning defined at transitive sense 1a Nounbefore the 12th century, in the meaning defined at sense 1 Time Traveler The first known use of fill was before the 12th century See more words from the same century Type /fill into the chat. Make sure you include the forward slash or the command won't work. Then, type the coordinates of the starting and ending squares of the area that you want to fill. You can only use this command to build squares or rectangles. 1 Find a spot to build. An ideal spot would be flat and open with plenty of space.You can technically build anywhere and use /fill to flatten the land out.Know that the /fill command can only build squares or rectangles. 2 Press the F3 key on your keyboard once youve found your spot. This will show you the coordinates of your position in the game. Look for the X, Y, and Z coordinates.[1]You will be inputting these coordinates into the /fill command.You can also pull up your coordinates by pressing the FN and F3 keys at the same time.[2] Advertisement 3Go to one of the corners of the rectangle you plan to create using the /fill command. This will be one of your endpoints in the command. Write down the coordinates of the block on which you are standing, as this is the first part of your rectangle. 4Go to the opposite corner of the rectangle you wish to create. For example, if youre on standing at the bottom left corner, walk to the top right corner.You could also do this with a cube. For example, if youre standing at the back top left corner, move to the front bottom right.5Begin typing the command. First, type /fill into the chat. The forward slash is required to make the command work. Next, type the XYZ coordinates you wrote down previously. Next, type the XYZ coordinates of the block on which you are standing now.[3]You can also do /fill ~ ~ ~ to fill from the first set to where ever you are standing without manually inputting coordinates. is a stand-in for what youre going to do in the next step. Dont type it in the command. Dont submit the command yet either.6 Choose a block to fill the area. Press F3 and H at the same time on your keyboard. Now you can see the Block IDs. Select your block from the creative menu. Go into your inventory and hover over the block you desire. Under the block's name, there should be something in gray text that says "yourobject". Replace "yourobject" with the ID of the block you wish to place.You can also type "minecraft:" and then hit tab until you see your block. You can type the first few letters of your block (like you would while searching for it in the creative inventory) and hit tab to narrow down the search.7Consider using optional modifiers. These modifiers include: hollow: makes the inside of the rectangle hollowreplace: replaces all blocks of one type in the area with another, ie /fill minecraft:diamond_block replace minecraft:claydestroy: not only replaces all blocks, but breaks them and turns them into items you can pick up as if they were mined.keep: fills air and leaves blocks inside the rectangle unaffectedoutline:outlines the blocks already placed with the block you choose8 Observe the picture above. It is an example combining all of the previous information.This is an example of a correctly typed command. Be sure to have the /fill, the two sets of coordinates, and the block you wish to use.Example typed: /fill -299 64 -110 -334 79 -138 minecraft:diamond_block Advertisement Add New Question Question Is this possible to do in Education Edition? Yes, you can do this in any edition unless you type the wrong coordinates. Question Does this work on Bedrock Edition? Yes, it does. Question How do I remove blocks using commands? Type "/fill x y z air" then it will be gone! (Don't type the speech marks.) See more answers Ask a Question Advertisement Thanks Thanks Thanks Show More Tips Advertisement Thanks Thanks Thanks Thanks Advertisement This article was co-authored by Zac Churchill. Zac Churchill is a Minecraft Specialist based in Davidson, North Carolina. Zac has played Minecraft for over 10 years and has extensive knowledge of how to play Minecraft and how the game has changed over the different versions. Specifically, Zac has expert experience in survival worlds, large builds on creative mode, and server design/upkeep. He graduated in 2023 with a BA in Sociology and English from Tufts University. This article has been viewed 305,211 times. Co-authors: 21 Updated: April 14, 2025 Views:305,211 Categories: Minecraft Commands | Minecraft PrintSend fan mail to authors Thanks to all authors for creating a page that has been read 305,211 times. "Thanks, because I always fill manually, and it is annoying." Share your story This Minecraft tutorial explains how to use the /fill command with screenshots and step-by-step instructions.You can fill an area or outline with a particular block using the /fill command in Minecraft. Let's explore how to use this cheat (game command). SubscribeSupported PlatformsThe /fill command is available in the following versions of Minecraft:PlatformSupported (Version*)Java Edition (PC/Mac)Yes (1.8)Pocket Edition (PE)Yes (0.16.0)Xbox 360NoXbox OneYes (1.2)PS3NoPS4Yes (1.14.0)Wii UNoNintendo SwitchYes (1.5.0)Windows 10 EditionYes (0.16.0)Education EditionYes* The version that it was added or removed, if applicable.NOTE: Pocket Edition (PE), Xbox One, PS4, Nintendo Switch, and Windows 10 Edition are now called Bedrock Edition. We will continue to show them individually for version history.RequirementsTo run game commands in Minecraft, you have to turn cheats on in your world.Fill Command Volume CalculationYou can use the following calculation to determine how many blocks will be included in the fill region.The formula for volume is:Volume = (Xgreater - Xlesser + 1) x (Ygreater - Ylesser + 1) x (Zgreater - Zlesser + 1)Greater is the larger of the 2 corresponding coordinate values and lesser is the smaller of the 2 corresponding coordinate values.Let's calculate the volume for the following command:/fill ~-5 ~-1 ~-5 ~-5 ~-1 ~5 quartz_blockIn this example:Xgreater = 5 Xlesser = -5Ygreater = -1 Ylesser = -1Zgreater = 5 Zlesser = -5So our volume calculation would be:Volume = (5 - -5 + 1) x (-1 - -1 + 1) x (5 - -5 + 1)Volume = (11) x (1) x (11)Volume = 121 blocksExamples How to Enter the Command1. Open the Chat WindowThe easiest way to run a command in Minecraft is within the chat window. The game control to open the chat window depends on the version of Minecraft:For Java Edition (PC/Mac), press the T key to open the chat window.For Pocket Edition (PE), tap on the chat button at the top of the screen.For Xbox One, press the D-Pad (right) on the controller.For PS4, press the D-Pad (right) on the controller.For Nintendo Switch, press the right arrow button on the controller.For Windows 10 Edition, press the T key to open the chat window.For Education Edition, press the T key to open the chat window.2. Type the CommandWe will cover examples of how to use the /fill command to cover the ground under you, build a solid structure, build a hollow structure, and mine a large area instantly.Cover the Ground under YouLet's start by showing how to replace a region of blocks that are beneath where you are standing. For example, let's cover the ground below us in a 11x1x11 area with quartz block with the following command:/fill ~-5 ~-1 ~-5 ~-5 ~-1 ~5 quartz_blockType the command in the chat window. As you are typing, you will see the command appear in the lower left corner of the game window. Press the Enter key to run the command.This /fill command would replace 121 blocks beneath you with blocks of quartz.You will see the message "121 blocks filled" appear in the lower left corner of the game window to indicate that the fill command has completed.Build a Solid StructureNext, let's look at how to build a solid rectangular structure. Since we are filling a solid structure, we want to make sure that the region is not where we are standing, otherwise we will be stuck inside the fill region.If we avoid combining negative and positive coordinates (and only use positive values for the X and Z coordinates), the structure should be constructed next to us.For example, let's fill a region next to us with blocks of redstone with the following command:/fill ~1 ~0 ~1 ~10 ~10 ~10 redstone_blockType the command in the chat window and press the Enter key to run the command.This /fill command would fill a solid structure of 1100 blocks of redstone right beside us.You will see the message "1100 blocks filled" appear in the lower left corner of the game window to indicate that the fill command has completed.This is a very fast way to build a tower or other large solid structure.Build a Hollow StructureOne of the most powerful uses of the /fill command is to build a hollow structure. This is a quick and easy way to build the frame of a house or shelter.For example, let's build a large hollow cobblestone structure with the following command:/fill ~1 ~-1 ~1 ~10 ~5 ~10 cobblestone 0 hollowType the command in the chat window and press the Enter key to run the command.This /fill command would build a hollow structure where the outer block is made of cobblestone and the inside of the structure is filled with air.You will see the message "380 blocks filled" appear in the lower left corner of the game window to indicate that the fill command has completed.Now if you break the outer layer of the structure, you can see that it is empty and hollowed out on the inside. You can then use this as the frame of your house!!TIP: If you wanted to do this with oak planks, just change the Minecraft ID to planks:/fill ~1 ~-1 ~1 ~10 ~5 ~10 planks 0 hollowA hollow oak planks structure would be a great frame for a house!Mine a Large Area InstantlyOne interesting feature of the /fill command is that you can use this command to quickly mine a large area as big as you want and as deep as you want.For example, let's mine starting 10 blocks deep (-10) up to ground level (-1), that is 5 blocks away from us in all horizontal directions with the following command:/fill ~-5 ~-10 ~-5 ~-5 ~-1 ~5 cobblestone 0 destroyType the command in the chat window and press the Enter key to run the command.This /fill command would replace all blocks in the fill region, including air. The replaced blocks will be dropped and can then be collected as if they were mined with a pickaxe or shovel.You will see the message "1210 blocks filled" appear in the lower left corner of the game window to indicate that the fill command has completed. All of the mined items would start popping up above the fill region. You can run over and pick up all of these items to add them to your inventory.This is a great way to quickly mine diamonds, iron ore, gold ore, redstone and other valuable items!!The /fill command is very powerful and can be used to quickly create so many structures. Give it a try and see what you can create!Congratulations, you have learned how to use the /fill command in Minecraft.Other Fill CheatsYou can use other fill commands in Minecraft such as: Minecraft commands can complete certain tasks such as spawning an item, changing the time and weather, or making chat messages appear. Commands are time savers and game changers, enabling creators to do something in an instant.The /fill command, specifically, can be used to create large boxes of the same block, which is extremely useful for making rooms and hallways.The /fill command looks something like this:/fill ~ ~ ~ ~5 ~3 ~5 cobblestoneWhen is the Fill Command Useful?Think about someone spending a ton of time building out a large room, only to realize the walls of that room need to be changed when all was already said and done.Instead of tearing things down and rebuilding, the /fill command can fill a space with a type of block either all the way through, or hollowed on the inside. In fact, filling a space with an air block clears that space and is useful for making room in a world or removing mistakes.The Different Parts of the Fill CommandLet's look at a sample fill command:/fill ~ ~ ~ ~5 ~1 ~5 planksBreaking this down:1. /fill is the actual command, telling Minecraft to fill the chosen area.2. ~ ~ ~ is the location to start placing blocks, with each number (or tilde) representing an X Y and Z coordinate (in that order).More specifically, the /fill command uses coordinates (represented by numbers) to figure out the start and end coordinates to start filling in with blocks. "~" represents the player's coordinates so you don't have to find them.3. ~5 ~1 ~5 is the ending location, and, like the starting location, has an X, Y, and Z coordinate (in that order).So, ~5 ~1 ~5 means stop filling 5 blocks to the left of the player, 1 block higher than the player, and 5 blocks forward from the player!4. Planks is the space to input the type of block to fill the space with.Example of How to Use /Fill in MinecraftBuilding off of the explanation above, let's walk through an example.First, we will create a new flat creative world called "Fill" using these settings:Using the /fill command, we want to create a box made of cobblestone with a length and depth of 5, and a height of 3.It should look something like this:The command to create this box is:/fill ~ ~ ~ ~5 ~3 ~5 cobblestoneBut wait! If we dig inside this box though, we see that it's filled all the way through! This won't work well for making a room...So to make a room, we will need to modify the command a bit.Let's type in the command again, but add "outline" to the end:/fill ~ ~ ~ ~5 ~3 ~5 cobblestone outlineNow when we dig inside the block, we will see the inside is now hollow, and much more fitting for a room:Using /fill to EraseWhile the above is cool and useful, you can also use the /fill command to get rid of a number of blocks at once!Stand in the same corner you stood in to create the box, and instead use fill with "air" as the block./fill ~ ~ ~ ~5 ~3 ~5 cobblestone airNow the whole box is gone!What is air?In Minecraft, an air block is an invisible, collision-less block that makes up the skies. While you can't interact with it, it is still technically a block and can be used to "fill" a space with empty air, effectively erasing it.This is very useful for removing chunks of filled rooms, making space in a mountain, or undoing a /fill. The /fill command in Minecraft is a powerful tool that lets players fill a specific area or outline with a particular block. Whether for creating massive structures or quickly replacing one type of block with another, this Minecraft command offers great flexibility and efficiency. In this tutorial, well explore how to use the /fill command in Minecraft. The syntax of the /fill command varies slightly depending on the Minecraft version. Here are the two main syntaxes : To fill a region with a block type : /fill [outline|hollow|destroy|keep] To fill a region by replacing one block type with another : /fill replace The coordinates and define the opposite corners of the region to be filled, and is the name of the block with which to fill the region. Heres how to enter the /fill command in Minecraft : Open the chat window : The easiest way to execute a command in Minecraft is in the chat window. Press the T key to open the chat window (or use the appropriate command for your platform). Type the command : Enter the /fill command with the appropriate parameters. Execute command : Press Enter to execute the command. Here are some examples of how to use the /fill command : To build a solid structure in dark oak : /fill ~1 ~0 ~1 ~10 ~10 ~10 dark_oak_planks To build a large hollow stone structure : /fill ~1 ~-1 ~1 ~10 ~5 ~10 cobblestone hollow To replace all water with air in a specific area : /fill ~10 ~0 ~40 ~-40 ~-3 ~-40 air replace water The /fill command uses several arguments to define precisely how and where the blocks will be placed. Here is a detailed explanation of these arguments : and : These arguments define the start and end coordinates of the region to be filled. They are expressed in XYZ coordinates and can be absolute or relative (using the ~ symbol). : This argument specifies the type of block with which to fill the region. It must be the official name of the block in Minecraft (for axample quartz_block,dark_oak_planks). [outline|hollow|destroy|keep](optional) : These options control how blocks are replaced in the region :outline : Replaces blocks on the outer edge of the region, but leaves inner blocks intact. hollow : Replaces blocks on the outer edge and fills the inner blocks with air, creating a hollow structure. destroy : Replaces all blocks, including air, and the replaced blocks are dropped as if mined. keep : Replaces only air blocks in the area. replace (optional) : This option replaces a specific type of block in the region with another. is the name of the block that will replace the block specified in . [dataValue]and[newDataValue] : These values are used to specify a variant of a block if several types exist for this block. [dataTag] : This is the data tag for the fill block, allowing additional properties.Volume calculation : You can calculate the number of blocks in the fill region using the volume formula (Xgreater - Xlesser + 1) x (Ygreater - Ylesser + 1) x (Zgreater - Zlesser + 1). Supported platforms : The /fill command is available in various versions of Minecraft, including Java Edition, Pocket Edition, Xbox One, PS4, Nintendo Switch, Windows 10 Edition, and Education Edition. Fill options : Options such as outline, hollow, destroy and keep control how blocks are replaced in the region. The /fill command is an essential tool for builders and designers in Minecraft, offering a fast and efficient way to manipulate large quantities of blocks. Whether youre building complex structures or manipulating the terrain, this command will help you realize your creative visions in the game. Fills all or parts of a region with a specific block. Syntax[] fill [destroy|hollow|keep|outline|replace]The fill command also has an optional alternate syntax when using the replace option:fill replace [] fill [oldBlockHandling: FillMode]fill [oldBlockHandling: FillMode]The fill command also has an optional alternate syntax for replace mode:fill replace [replaceTileName: Block] [replaceBlockStates: block states]fill replace [replaceTileName: Block] [replaceBlockStates: block states]Arguments[]JE: : block_pos and : block_posBE: from: x y z: CommandPosition and to: x y z: CommandPositionSpecifies any two opposing corner blocks of the region to be filled (the "fill region").In Java Edition, must be a block position composed of , and , each of which must be an integer or a tilde and caret notation. In Bedrock Edition, must be a three-dimensional coordinates composed of , and , each of which must be a floating-point number or tilde and caret notation.Block position is the coordinates of the point at the lower northwest corner of a block. Because of this, the lesser coordinates of each axis are on the region boundary, but the greater coordinates are one block from the boundary, and the block volume of the source region is (xgreater - xlesser + 1) (ygreater - ylesser + 1) (zgreater - zlesser + 1). For example, 0 0 0 0 0 0 has a 1-block volume, and 0 0 0 1 1 1 and 1 1 1 0 0 0 both identify the same region with an 8-block volume.JE:: block_stateBE: tileName: Block: enumSpecifies the block to fill the region with.In Java Edition, must be in the format of block_id[block_states]{data_tags}(does not accept block tags), in which block states and data tags can be omitted when they are not needed. In Bedrock Edition, must be a block id.BE: blockStates: block states: BlockStateCommandParamSpecifies the block states to use for the block.Must be a blockstate argument as ["";"";...]. For example: ["old_leaf_type":"birch","persistent_bit":true].JE: destroy|hollow|keep|outline|replaceBE: oldBlockHandling: FillMode: enumdestroy - Replaces all blocks (including air) in the fill region with the specified block, dropping the existing blocks (including those that are unchanged) and block contents as entities as if they had been mined with an unenchanted diamond shovel or pickaxe. (Blocks that can be mined only with shears, such as vines, do not drop; neither do liquids.)hollow - Replaces only the blocks on the outer edge of the fill region with the specified block. Inner blocks are changed to air, dropping their contents as entities but not themselves. If the fill region has no inner blocks (because it is smaller than three blocks in at least one dimension), acts like replace.keep - Replaces only the air blocks in the fill region with the specified block.outline - Replaces only the blocks on the outer edge of the fill region with the specified block. Inner blocks are not affected. If the fill region has no inner blocks (because it is smaller than three blocks in at least one dimension), acts like replace.replace - Replaces all blocks (including air) in the fill region with the specified block, without dropping blocks or block contents as entities. Optionally, instead of specifying a data tag for the replacing block, block ID and data values may be specified to limit which blocks are replaced.If not specified, defaults to replace.JE:: block_predicateBE: replaceTileName: Block: enumSpecifies the ID of the blocks in the fill region to be replaced. If not specified, replaces all blocks in the fill region.In Java Edition, must be in the format of block_id[block_states]{data_tags}(accepts block tags), in which block states and data tags can be omitted when they are not needed. In Bedrock Edition, must be a block id.BE: replaceBlockStates: block states: BlockStateCommandParamSpecifies the block states to use for the block to be replaced.Must be a blockstate argument as ["";"";...]. For example: ["old_leaf_type":"birch","persistent_bit":true].Result[]CommandTriggerJava EditionBedrock Edition anythe arguments are not specified correctly Unparseable Unparseableone or both sepicified positions are unloaded or out of the world Failed Failedthe volume of the source region is greater than commandModificationBlockLimit gamerule value/fill ... hollow/fill ... keep/fill ... outline/fill ... replace ...no block is changed Failed/fill ... destroythere is no block changed in the fill regionthe specified block is airanyOtherwiseSuccessfulOutput[]CommandEditionSituationSuccess Count/execute store success .../execute store result ... anyJava EditionOn fail000/fill ... hollow/fill ... keep/fill ... outline/fill ... replace ...On success11the number of blocks changed in the fill region/fill ... destroyOn success11the number of blocks changed in the fill regionanyBedrock EditionOn fail0N/AN/AOn success1N/AN/AExamples[]/fill 52 63 -1516 33 73 -1536 minecraft:gold_block replace minecraft:orange_glazed_terracotta[Java Edition only]/fill 52 63 -1516 33 73 -1536 gold_block [] replace orange_glazed_terracotta[Bedrock Edition only]Replaces all the orange glazed terracotta in the selected area with gold blocks./fill ~-3 ~-3 ~-3 ~3 ~-1 ~3 waterReplaces the blocks in a 737 region directly beneath the command execution's location with water./fill ~-3 ~ ~-4 ~3 ~4 ~4 stone hollow[Java Edition only]/fill ~-3 ~ ~-4 ~3 ~4 ~4 stone 0 hollow[Bedrock Edition only]Creates a house-sized box around the command execution's location, replacing any blocks that would have been inside the box with air./fill ~-15 ~-15 ~-15 ~-15 ~15 ~15 stoneCreates a solid cube of stone centered on the command execution's location./fill ~-1 ~ ~ ~1 ~ ~ minecraft:prismarine_brick_stairs[facing=south,waterlogged=true]Replaces the specific blocks around the command execution's location with waterlogged prismarine brick stairs facing south.History[] This section needs expansion.You can help by expanding it. Commands

Fill fridge apk mod. Fill the fridge mod apk 1.9.14. Fill the fridge mod apk android 1.