

Minecraft “Mod”ing Installation Procedures – Week 2

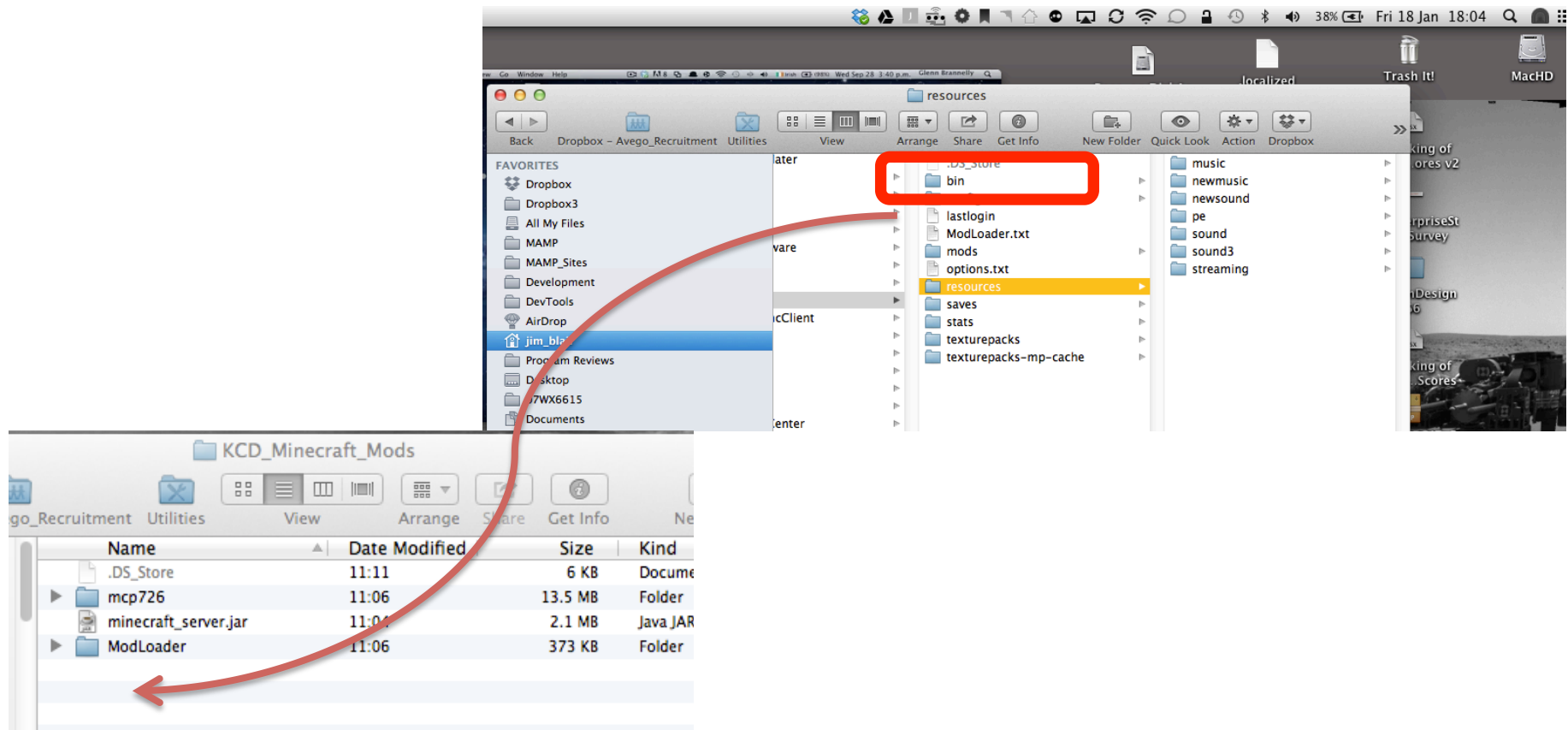


....these are the Mac OS X and Windows instructions



Now copy

`~/Library/Applications Support/minecraft/bin`
folder into your Modding....



....these are the Mac OS X and Windows instructions



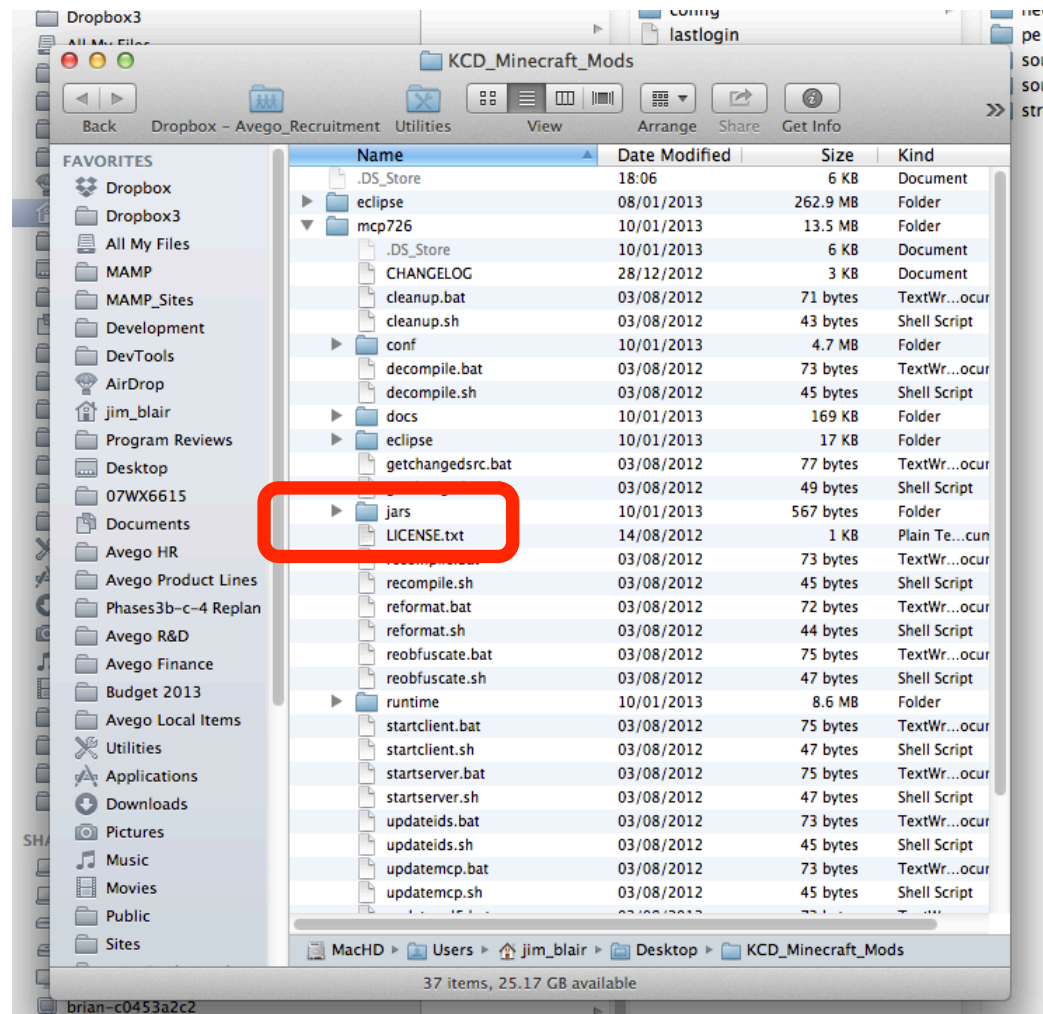
Install MCP now...steps are....

1. We will install Minecraft into MCP
2. We will Update MCP first
3. Then “decompile” minecraft app & server
4. Then “compile” minecraft app & server

1. Install Minecraft into MCP now...

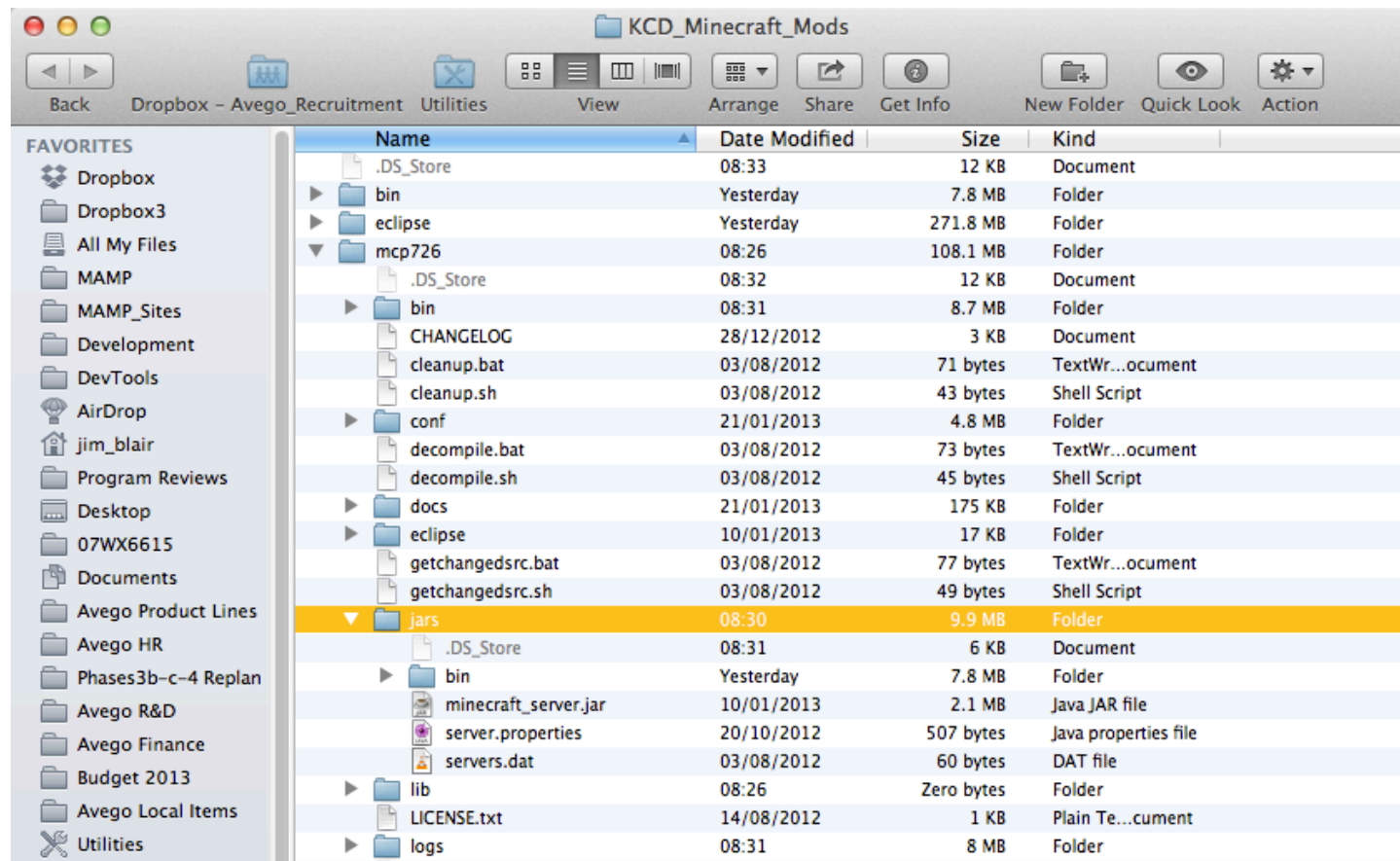


....these are the Mac OS X and Windows instructions



Open the "Jars" folder....and drag "bin" folder and the Minecraft_Server.jar into the Jars folder

“Jars” folder should look like this...



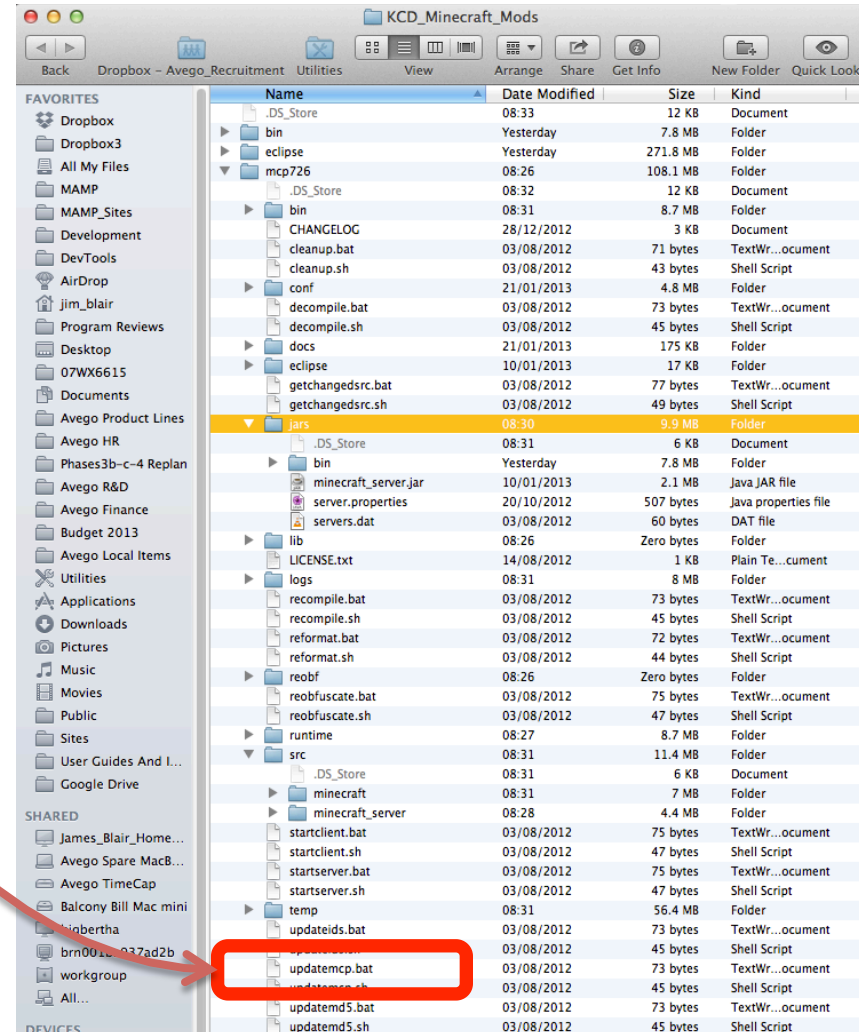
....these are the Mac OS X and Windows instructions

2. For Windows Users...Updating MCP



- In MCP folder...

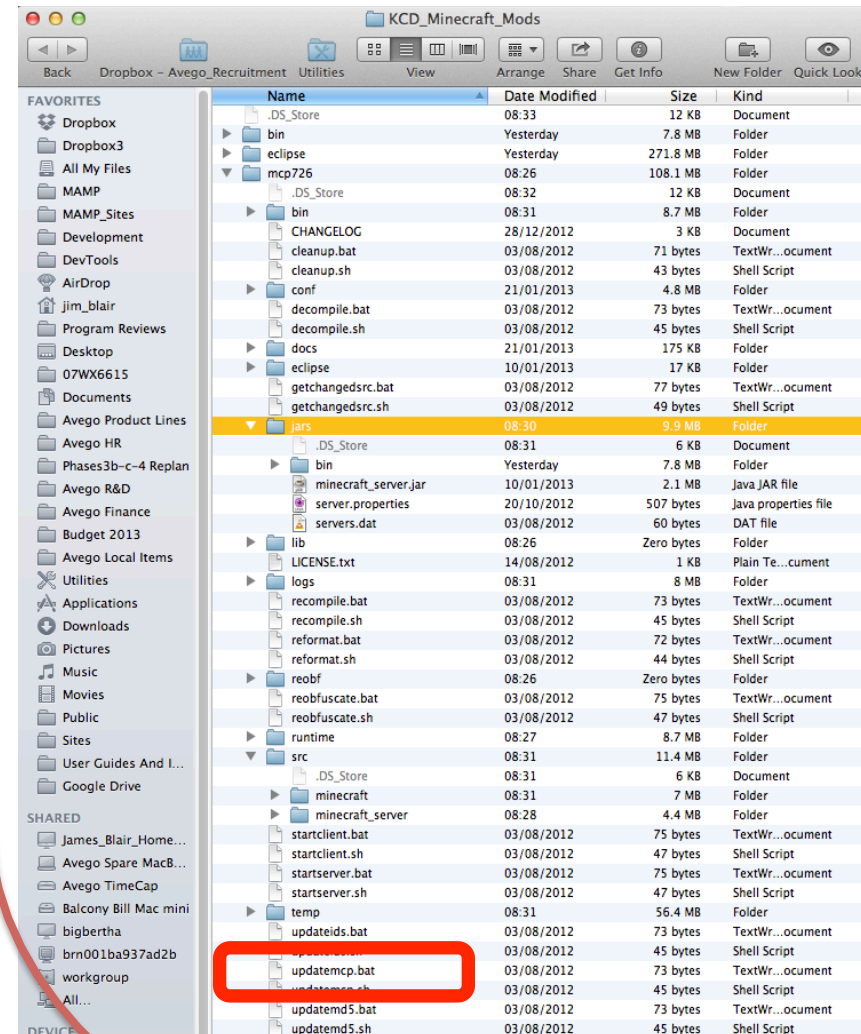
— Double-click
“MCPxx/updatemcp.bat”



2. For Mac Users...Updating MCP



- In MCP folder...
 - Open up “Terminal” application
 - 1. “cd” to your MCP folder
 - 2. Run the shell script “MCPxx/updatemcp.sh”

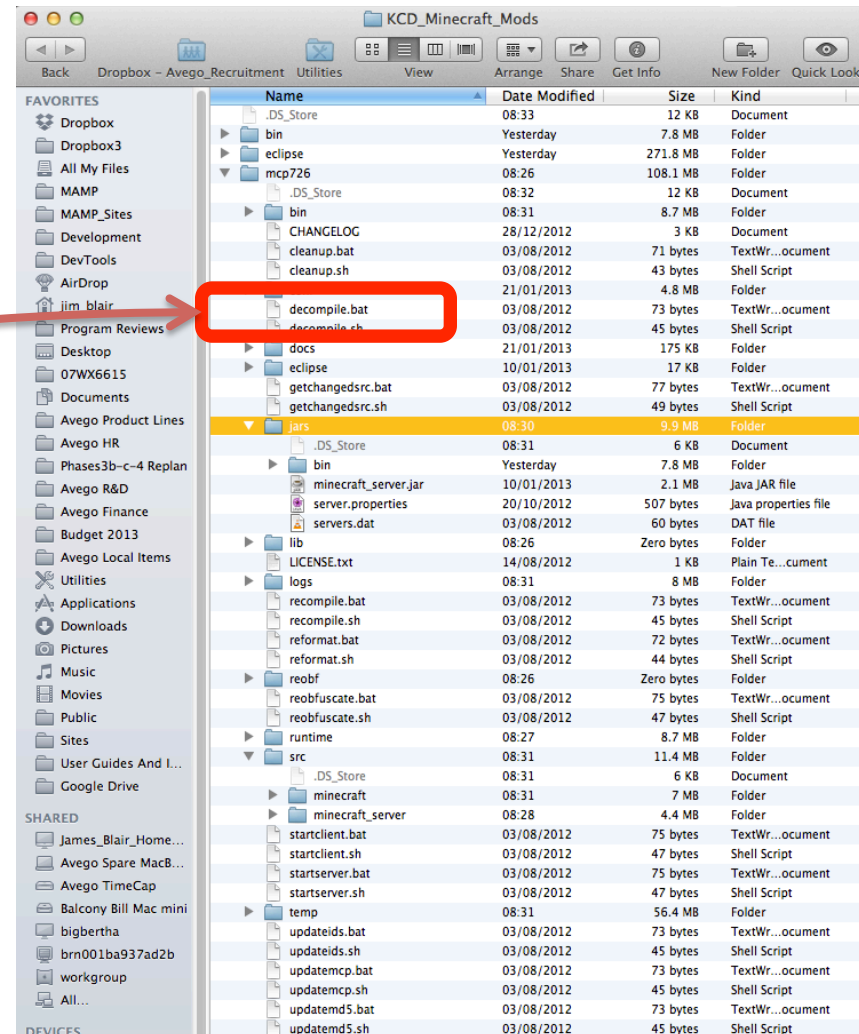


3. For Windows Users...

....decompile Minecraft



- In MCP folder...
 - Double-click
“MCPxx/decompile.bat”

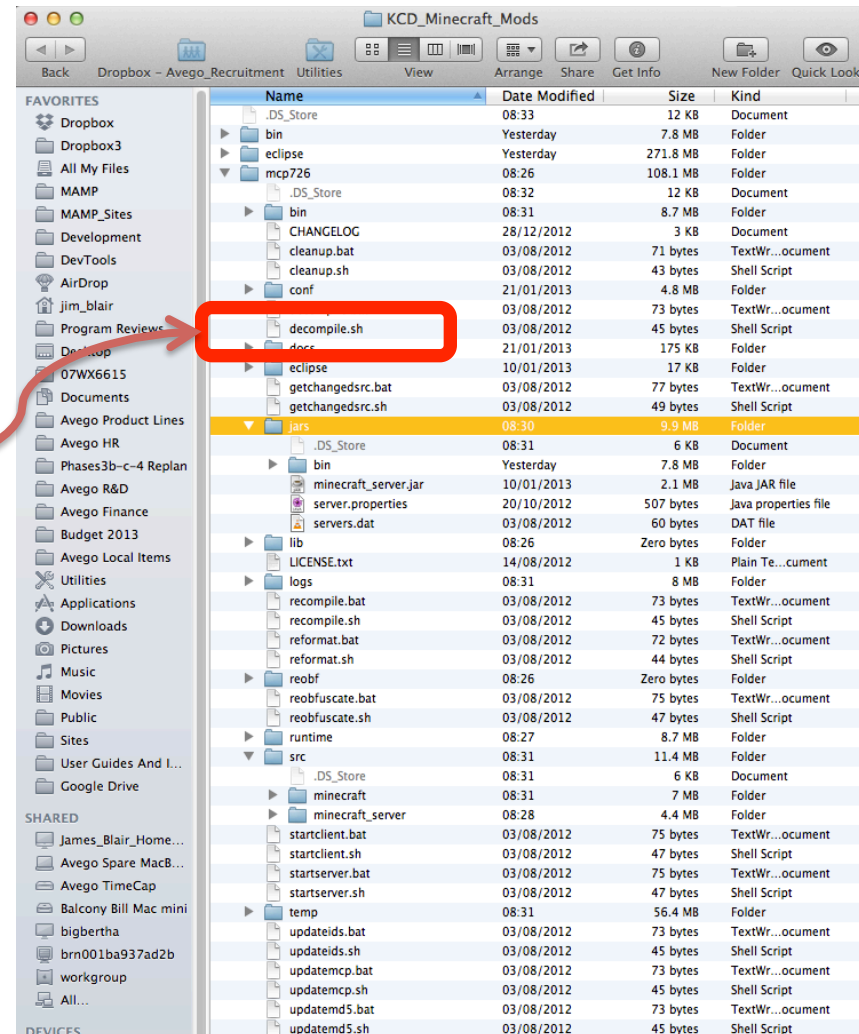


3. For Mac Users...

....decompile Minecraft



- In MCP folder...
 - Open up “Terminal” application
- 1. Run the shell script “MCPxx/decompile.sh”





Install MCP.....DONE!!!!!!



Eclipse for MCP....Setup



Download “Eclipse” from KCD drive

- Steps we’re going to do....
 1. Download the desired Eclipse from the KCD_Wifi drive
 2. Untar/gz/zip Eclipse archive
 3. Open Eclipse and setup your “workspace”
 4. Run Minecraft within Eclipse

Setting up Eclipse for MCP...

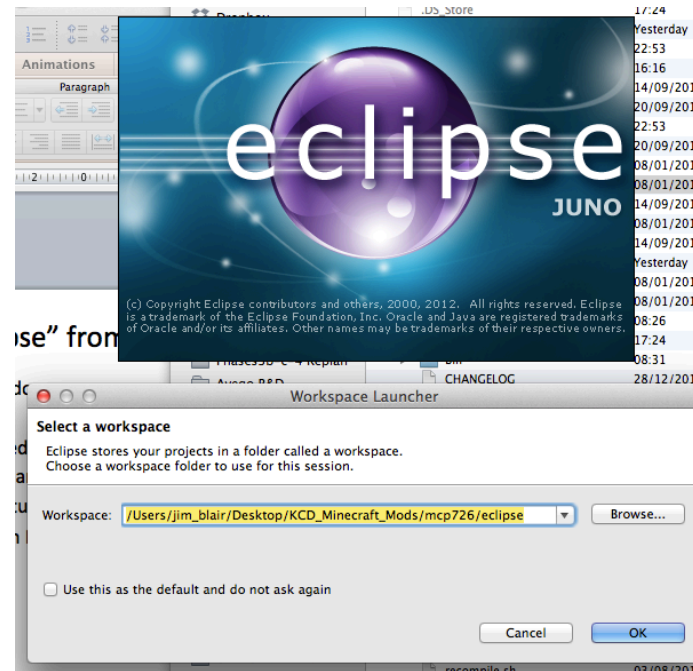


- Step 1 & 2:
 - Download Eclipse for Windows or Mac, and un-archive it



Setting up Eclipse for MCP...

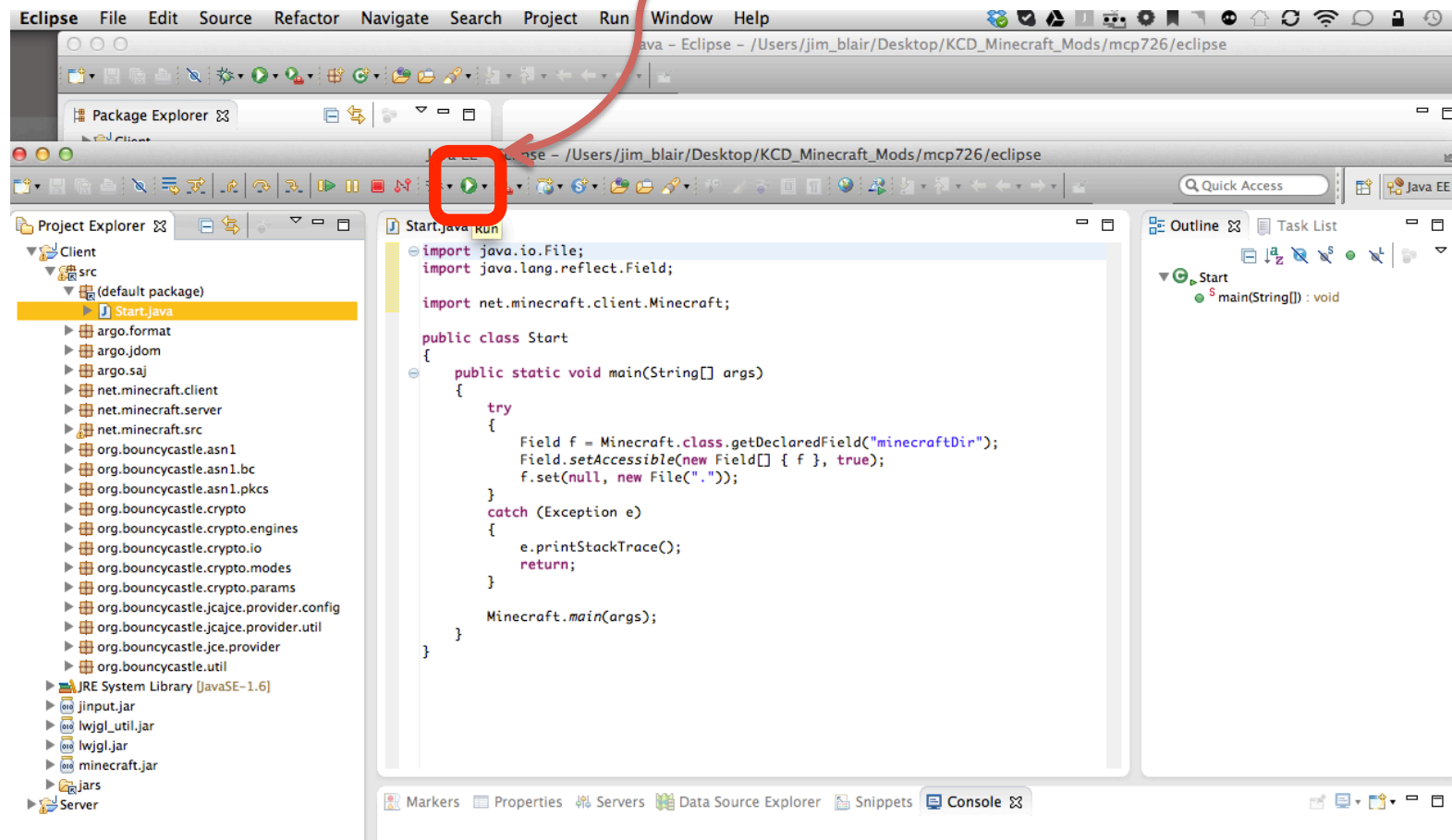
- Step 3:
 - Select “workspace”





Setting up Eclipse for MCP...

- Step 4:
 - “Run” Minecraft from Eclipse...





Next Week.....

Creating our new “KCD_Block”,
so we can use it...

We’re going to use 2 methods...

- (1) using Eclipse, MCP and just Java
- (2) using Eclipse, MCP, ModLoader and Java

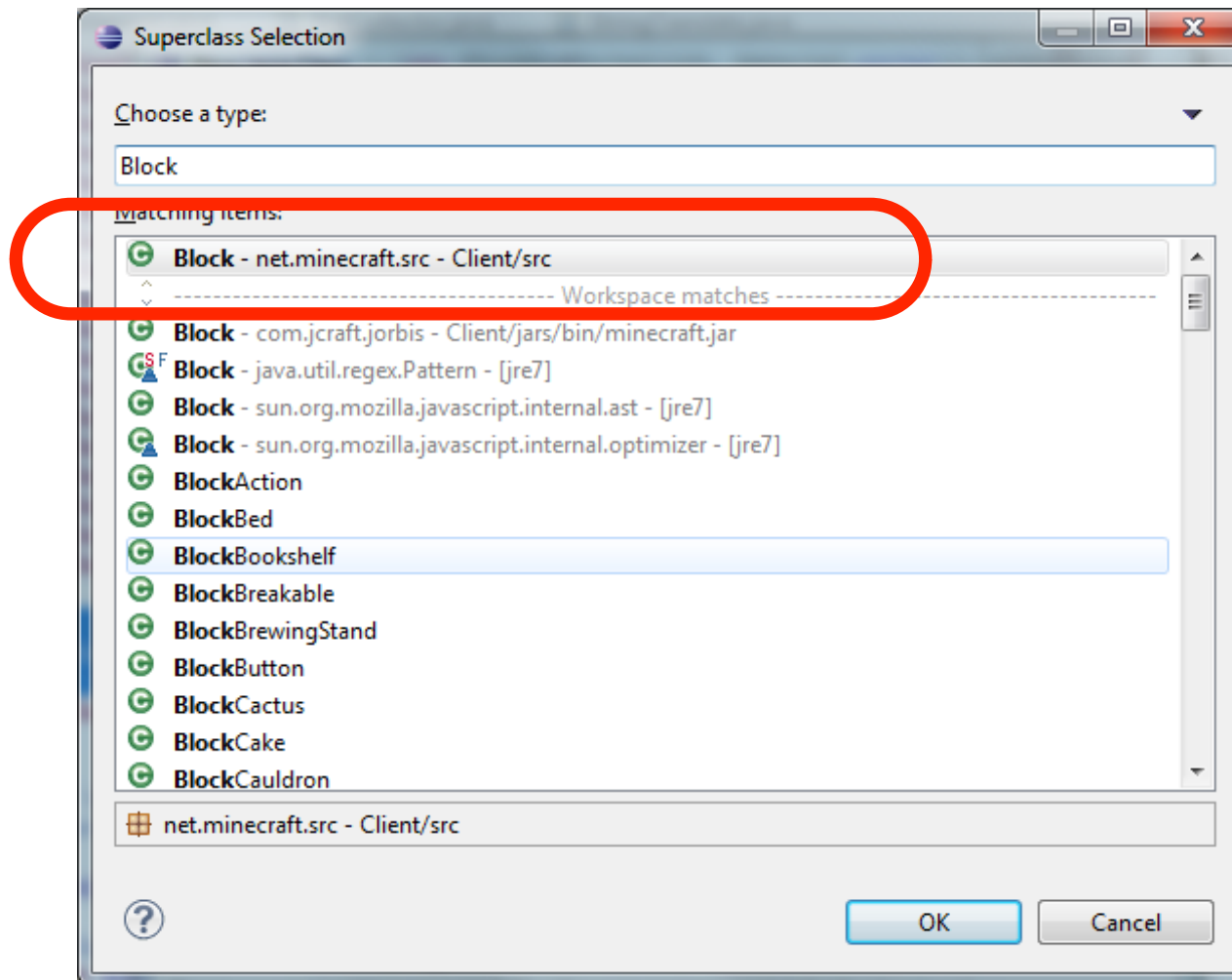


-
- The screenshot shows an IDE interface. On the left, the 'Package Explorer' displays a project structure. The 'net.minecraft' package is selected, and a context menu is open over it. The menu options are: 'New' (expanded), 'Go Into', 'Open in New Window', and 'Open Type Hierarchy'. The 'New' sub-menu is open, showing options: 'Java Project', 'Project...', 'Package', and 'Class'. On the right, the 'Block.java' file is open, showing Java code with multiple 'public static final' declarations.



Create “new block”, KCD_Block

- Select parent: Block



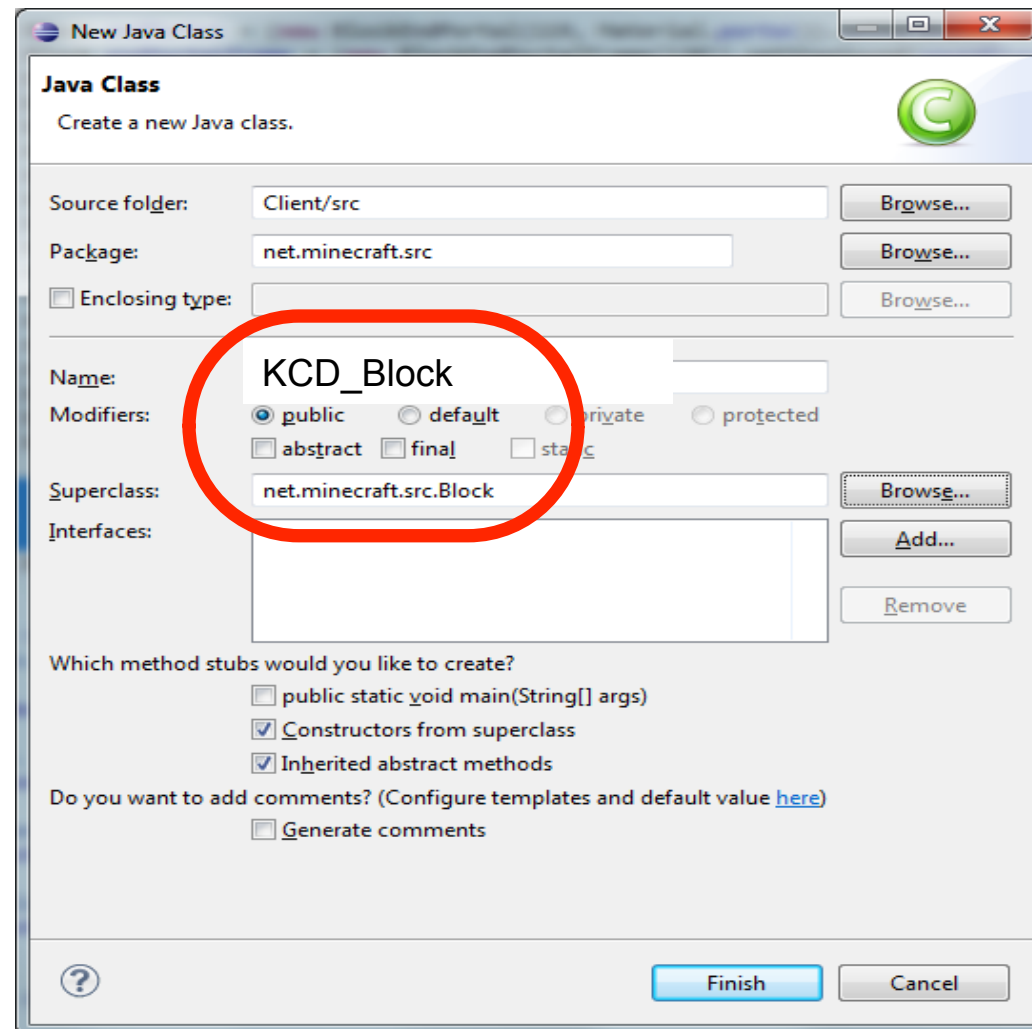
*Common mistake is to
Select the wrong Block
class*

*(be careful, there are a few
of them!)*



Create “new block”

- Automatically generate constructors





Create “new block”, KCD_Block

- Create a new Java class:

```
package net.minecraft.src;

import java.util.Random;

public class KCD_Block extends Block {

    public KCD_Block(int par1, Material par2Material) {
        super(par1, par2Material);
    }

    public KCD_Block(int par1, int par2, Material par3Material) {
        super(par1, par2, par3Material);
    }
}
```



Create “new block”, KCD_Block

- Add the new block in Block.java, line 193

```
public static final Block stairsWoodJungle = (new BlockStairs(136, planks,  
3)).setBlockName("stairsWoodJungle").setRequiresSelfNotify();
```

```
/**  
 * Coder Dojo Block “KCD_Block”  
 */  
public static final Block kcd_Block = (new KCD_Block(200, 26,  
Material.glass)).setBlockName("KCD_Block");
```



Create “new block”, KCD_Block

- Modify the new block in Block.java

```
public static final Block stairsWoodJungle = (new BlockStairs(136, planks,  
3)).setBlockName("stairsWoodJungle").setRequiresSelfNotify();
```

```
/**
```

```
 * Coder Dojo Block
```

```
 */
```

```
public static final Block kcd_Block = (new KCD_Block(200, 26,  
Material.glass)).setBlockName("KCD_Block");
```



Create “new block”, KCD_Block

- Recompile and run...(Windows)

```
C:\MinecraftMod\mcp72> recompile.bat
== MCP 7.2 (data: 7.2, client: 1.3.2, server: 1.3.2) ==
# found ff, ff patches, srgs, name csvs, doc csvs, param csvs, renumber csv, astyle, astyle config
== Recompiling client ==
> Cleaning bin
> Recompiling
- Done in 6.54 seconds
```

```
C:\MinecraftMod\mcp72> startclient.bat
== MCP 7.2 (data: 7.2, client: 1.3.2, server: 1.3.2) ==
[23:26:35] 27 achievements
[23:26:35] 195 recipes
[23:26:35] Setting user: Player105, -
```

*Record Player number
(in this case, “Player157”)*



Create “new block”

- Recompile and run...(Mac)

(1) Compile in new block...

```
jlm_dlat@jlm-dlat-s-MacBook-Pro ~/Desktop/KCD726a/mcp726a
~$ sh recompile.sh
MCP 7.26 (data: 7.26, client: 1.4.7, server: 1.4.7) ==
# found ff, ff patches, srgs, name csvs, doc csvs, param csvs, renumber csv, astyle, astyle config
== Recompiling client ==
> Cleaning bin
> Recompiling
- Done in 5.70 seconds
== Recompiling server ==
> Cleaning bin
> Recompiling
- Done in 4.62 seconds
jlm_dlat@jlm-dlat-s-MacBook-Pro ~/Desktop/KCD726a/mcp726a
~$ sh startclient.sh
MCP 7.26 (data: 7.26, client: 1.4.7, server: 1.4.7) ==
[20:32:34] 27 achievements
[20:32:34] 210 recipes
[20:32:35] Setting user: Player157, -
[20:32:35] Client asked for parameter: server
[20:32:35] LWJGL Version: 2.4.2
[20:32:36] ModLoader 1.4.7 Initializing...
[20:32:36] Done.
[20:32:36] Starting up SoundSystem...
[20:32:36] Initializing LWJGL OpenAL
[20:32:36] (The LWJGL binding of OpenAL. For more information, see http://www.lwjgl.org)
[20:32:36] OpenAL initialized.
[20:32:42] Jan 25, 2013 8:32:42 PM net.minecraft.src.IntegratedServer startServer
[20:32:42] INFO: Starting integrated minecraft server version 1.4.7
[20:32:42] Jan 25, 2013 8:32:42 PM net.minecraft.src.IntegratedServer startServer
[20:32:42] INFO: Generating keypair
[20:32:42] Jan 25, 2013 8:32:42 PM net.minecraft.server.MinecraftServer initialWorldChunkLoad
```

(2) Run updated Minecraft game

*(3) Record Player number
(in this case, “Player157”)*

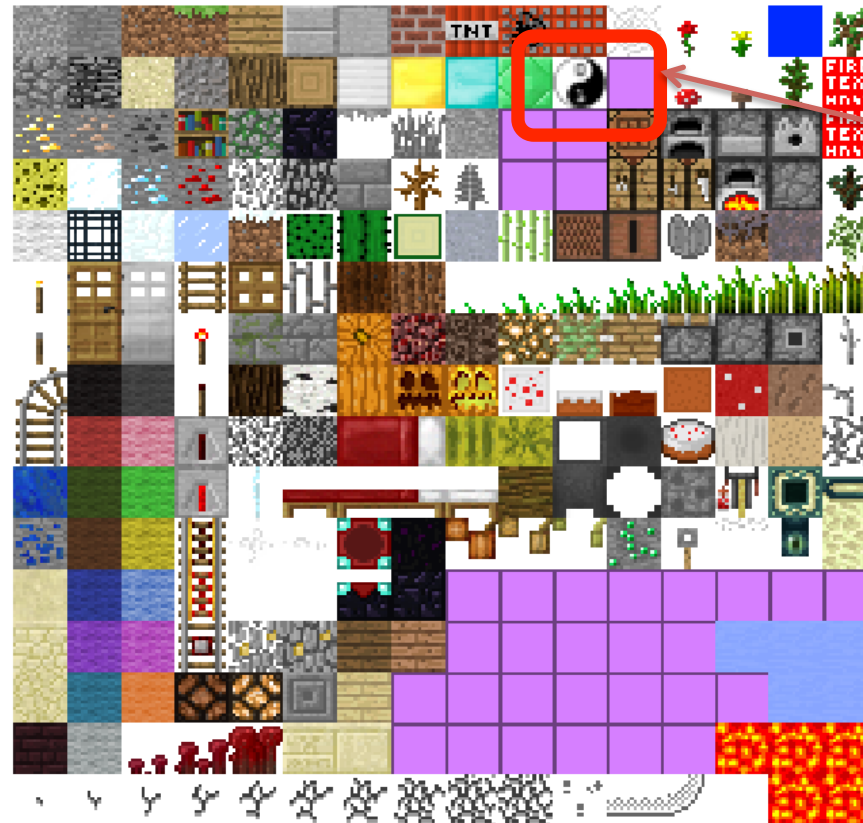


Create “new block”

- Placing the “terrain.png” file....

Windows: C:/<YourMCPDirectoryLocation>/mcp726a/bin/minecraft

Mac: MacHD/Users/jim_blair/Desktop/KCD726a/mcp726a/bin/minecraft/terrain.png



See it!!!!

(it is the
“26”
defined
block)



Create “new block”

- In the game...





Create “new block”

- Give yourself a few of the new blocks...

/give player123 200 16

Player123: Your player name (“/t whatever” to find it)

200: Your block id

16: How many blocks you want to give