Minecraft Modding - Day 1

Purpose: Download and Install. Verify, Understand, Edit the Sample Mod.

Steps

1. Download and install JDK from http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html

2. Download and install Eclipse from http://www.eclipse.org/downloads/, pick "Eclipse IDE for Java Developers"

3. Download and unzip Forge 1.8 from http://files.minecraftforge.net/maven/net/minecraftforge/forge/1.8-11.14.1.1341/forge-1.8-11.14.1.1341-src.zip

4. In the unzipped forge directory, give the following command on Mac:

    ```
    ./gradlew setupDecompWorkspace eclipse
    ```

    On Windows, give the following command:

    ```
    gradlew setupDecompWorkspace eclipse
    ```

    The output should show `BUILD SUCCESSFUL`.

Troubleshooting

1. If you selected a different directory when Eclipse opened up, click on "File", "Switch Workspace", and select the correct directory. This will restart Eclipse and should solve your problem.

2. If you don't see Minecraft folder, the gradlew command might have shown some errors. Try running the command again.

Verify

This is a very important step as this will confirm that you can actually start modding.

1. Open up Eclipse

2. In the "Select a workspace" window, choose the location of eclipse directory in the unzipped forge directory as the workspace

3. Click on "OK"

4. In the Eclipse window, you should see a "Minecraft" folder and be able to expand it. There should be no red exclamation marks next to it.

5. Click on the Play button at the top and this should start Minecraft launcher.

6. Click on the "Console" window on the bottom and search for "tile.dirt".

Refer to Instructor Notes.

Code to Try

1. Delete "dirt" in "Blocks.dirt" and use Ctrl + Space to show the list of blocks that can be shown.

2. Close the previous game, run the game again and verify the output.

3. Try different element names.