Environment Setup

- Sublime Text Editor is installed
- Java 7 is installed
- Download CraftBukkit (version 1.6.4-R2.0)
- (Windows Only!) BusyBox is installed

Introduction to Command Line

- cd – change directory
- pwd – print working directory
- ls – list files in directory
- cp – copy
- mv – move files
- rm – remove files

Create your server

Go to home directory:

$ *cd*

Make directory "minecraft-plugins/server"

$ *mkdir –p minecraft-plugins/server*

Change directory to "minecraft-plugins/server"

$ *cd minecraft-plugins*

Move downloaded craftbukkit.jar into folder

$*mv ~/Downloads/craftbukkit.jar .*

Note: your craftbukkit.jar file may be in a different folder

Download start-minecraft-server.sh

$*wget http://www.simplecupofjoe.com/downloads/start-minecraft-server.sh*

Make the downloaded script executable

$ *chmod +x start-minecraft-server.sh*

Start server

$ *./start-minecraft-server.sh*

Download and install git

- http://git-scm,.com/book/en/Getting-Started-Installing-Git
- Signup for a GitHub account at github.com (optional)

Sever Commands

Give op to your user (Server operator)
> op Daford

Put server into creative mode
- survival = 0 (default)
- creative = 1
- adventure = 2
> gamemode 1 Daford

Stop server
> stop

Refer to this site for more server commands
http://wiki.bukkit.org/CraftBukkit_commands

```
package helloworld;

import java.util.logging.Logger;
import org.bukkit.command.Command;
import org.bukkit.command.CommandSender;
import org.bukkit.entity.Player;
import org.bukkit.plugin.Plugin;
import org.bukkit.plugin.java.JavaPlugin;

public class HelloWorld extends JavaPlugin {
   public static Logger log = Logger.getLogger("Minecraft");
   public void onEnable() {
      log.info("[HelloWorld] Start up.");
   }
   public voic onReload() {
      log.info("[HelloWorld] Server reloaded.");
   }
   public void onDisable() {
      log.info("[HelloWorld] Server stopping.");
   }

   public boolean onCommand(CommandSender sender, Command command,
                  String commandLable, String[] args) {
     if ( commandLabel.equalsIgnoreCase("helloworld")) {
        if(sender instanceof Player) {
           Player me = (Player) sender;
           // Put your code after this line:
           String msg = "Hello there! Let's get ready to some plugins! ";
           sender.getServer().broadcastMessage(msg);
           // ... and finish your code before this line.
           return true;
        }
     }
     return false;
   }
}

        /////////////////////////////////////////
        // Cowabonga code block
        // Put your code after this line:
        Location location = me.getLocation();
        for (int i=0; i < 10 ; i++ {
           me.getWorld().spawn(location, Cow.class);
        }
        // ... and finish your code before this line.
```

```
/////////////////////////////////////////////
// pigsfly code block
// Put your code after this line:
Location location = me.getLocation();
location.setY(location.getY()+5);
Bat bat = me.getWorld().spawn(location, Bat.class);
Pig pig = me.getWorld().spawn(location, Pig.class);
bat.setPassenger(pig);
PotionEfffect potion = new PotionEffect(PotionEffectType.INVISIBILITY,
                       Integer.MAX_VALUE,
                       1);
bat.addPotionEffect(potion);
// ... and finish your code before this line.
```