

Minecraft 2.0: Finite Worlds and Resources

[Installation Instructions]

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This is a Forge mod, not a Bukkit plug-in. It is designed for Minecraft 1.7.10. The instructions for installation of the mod are as follows:

- Forge for Minecraft 1.7.10 must be installed:
http://files.minecraftforge.net/maven/net/minecraftforge/forge/index_1.7.10.html
- Run the Forge profile in the minecraft launcher. This will generate a 'mods' folder in the minecraft directory.
- Put the jar file for this mod into the mods folder.
- When Minecraft is run for the first time after installing the mod, it will generate a config file in the 'configs' folder in the minecraft directory.
- Changes to the config file will not be applied until Minecraft is restarted, and the config settings only are applied during the initial world generation. Thus, changing the world generation properties in the config file will have no effect on pre-existing worlds, only on newly generated ones.