



Minecraft Modding Workshop



What are we doing?

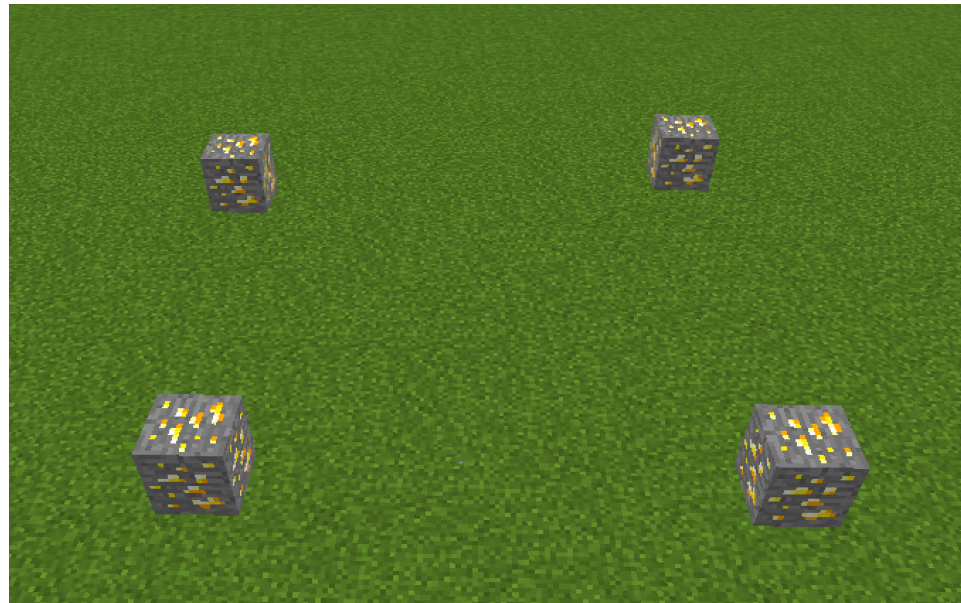
- Adding a game to Minecraft
 - Creating a mod
- to modify → mod
- for example:





The mod

- Gold blocks have to be collected with the sword.
- You have won the game, when you have collected all gold blocks.





Controls

- WASD for moving





- Space → jumping (double tap space → flying)
- Right mousebutton with the sword to collect blocks

How are we doing that?

<code>minecraft.Minecraft.create()</code>	Creates the connection to the game
<code>mc.setBlock(x, y, z, block-Id)</code>	Puts a block with the block-Id to the given position (x, y, z)
<code>mc.getBlock(x, y, z)</code>	Returns the block-id at the given position (x, y, z)
<code>mc.postToChat(text)</code>	Writes text to the ingame chat
<code>mc.events.pollBlockHits()</code>	Returns a list of all blocks that have been hit since the last call of the method
<code>mc.setting("world_immutable", True)</code>	Sets the world to be immutable to changes by the player (mining and placing blocks)
<code>mc.getHeight(x, z)</code>	Returns the height of the world at the position (x, z)
<code>mc.player.setTilePos(x, y, z)</code>	Teleports the player to the given position (x, y, z)

Blocks

GRASS	
AIR	
COBBLESTONE	
GOLD_ORE	
GLOWING_OBSIDIAN	

Further ideas?



Useful links

- API:

<http://www.stuffaboutcode.com/p/minecraft-api-reference.html>

- Getting-started:

<https://www.raspberrypi.org/learning/getting-started-with-minecraft-pi/>

- Examples:

<http://www.stuffaboutcode.com/p/minecraft.html>