



# Minecraft Modding Workshop



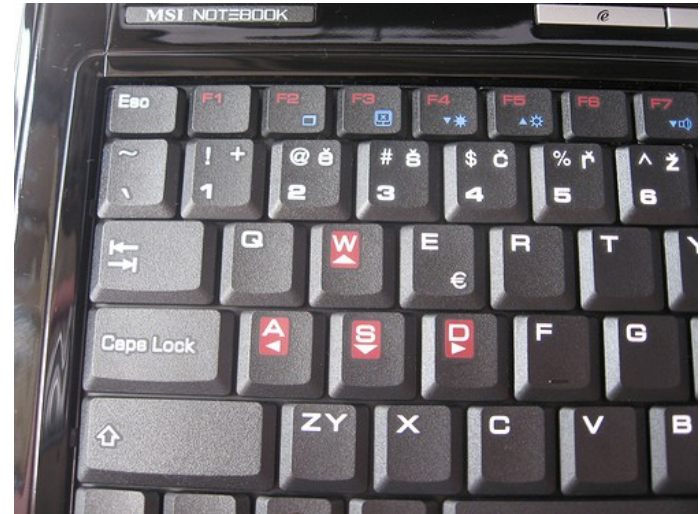
## What are we doing today?

- modding
  - Change game experience of Minecraft and create new game goals
- Extend Minecraft to create a new game
  - Create a hide and seek game
  - We do this with a self created program



# Controls



- WASD for moving
- Space → jumping



# Commands

<code>minecraft.Minecraft.create()</code>	Create connection to Minecraft
<code>mc.postToChat(„text“)</code>	Post a text message to the game chat
<code>mc.player.getPos()</code>	Get the player's position in the world (x,y,z)
<code>mc.setBlock(x,y,z,block-id)</code>	Set block with block-id to the given position (x,y,z, block-id)
<code>time.sleep(seconds)</code>	Stop the game for some seconds
<code>random.randrange(from,to)</code>	Return a randomly created number in an area from → to

# Block-id

GRASS	
WOOD	
COBBLESTONE	
GOLD_ORE	
GLOWING_OBSIDIAN	



## 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>