# Elder Scrolls Mod

Ideal custom map dimentions:

- Actual size of Tamriel (according to the Areana manual) is aprox. 4,000km wide and 3,000km tall with an area of 12 million square kilometers.
- Conversion to meters (1 block in Minecraft is about 1 meter):

    - 4,000km * 1,000m = 4,000,000m wide

    - 3,000km * 1,000m = 3,000,000m wide

    - This makes the area of the map about 120,000,000,000,000 meters (120 trillion meters)

        - Keep in mind this does include ocean space, the contain
        - I'm not sure if it is realistic to build the map to these dimentions, we might need to shrink it a bit.

- I found this on reddit:

    > Personally, judging by Tamriel's climate zones, I'd put it somewhere between that USA size and the Africa size.
    > Skyrim, High Rock, and Morrowind likely stretch into the Arctic Circle given that an Aurora is visible as far south as Whiterun,
    > and the southern parts of the continent likely stretch into the Tropics given their wet, rainforested environment.
    > This also would place Elsweyr's desert within the subtropics, the same place that the other major deserts on Earth
    > (Sahara, Kalahari, Outback, U.S. Southwest) exist within.

There are two folders:

- `./GIMP Saves`
- `./texures`

The `GIMP Saves` has all of the saves for the textures using GIMP 2.0
The `texures` folder has the exported textures for the items and blocks

The code for the Project is at https://github.com/DylanBulmer/Elder-Scrolls-Mod

If you wish to use git to easily add the textures or any new code into the project, do the following:

- Download the Github Desktop at https://desktop.github.com/
- Go to `file > Clone Repository > URL` and paste this: https://github.com/DylanBulmer/Elder-Scrolls-Mod.git
- Choose where you want the repository to be and then click `Clone`.

If you wish to program, the entire project is written in Java. I suggest to use the IntelliJ IDEA Community IDE to program in.

- Install and open IntelliJ

- Click `Import Project`

- Go to the repository folder (should be a folder called "Elder-Scrolls-Mod") and double click the `build.gradle`

- Once the project is open, go to `View > Tool Windows > Gradle`, open the `Tasks > forgegradle` folder and double click `setupDecompWorkspace`

- Once done, on the Gradle window, click the refresh button.

- When finished, go to `Run > Edit Configurations` and do the following with BOTH `Minecraft Client` and `Minecraft Server`:

- Set `Use classpath of module:` to `Elder-Scrolls-Mod_main`.

- Set `JRE` to 1.8 if not done already.

If you need more instruction, we can talk in a discord channel.