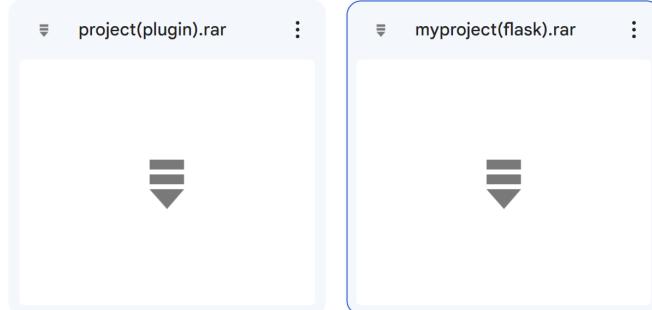


First download these file from google drive:

https://drive.google.com/drive/folders/18pOrCsUBbWXXyO92S3qIV0LRzyFZ4wxS?usp=drive_link

檔案



then install minecraft paper-1.19.4.jar

The screenshot shows the PaperMC website's build history for the Paper version 1.19.4. A red circle highlights the "Download" button for the first build (#550) on June 9, 2023. The table includes columns for Paper version, Build number, Changelog, Timestamp, and Download link.

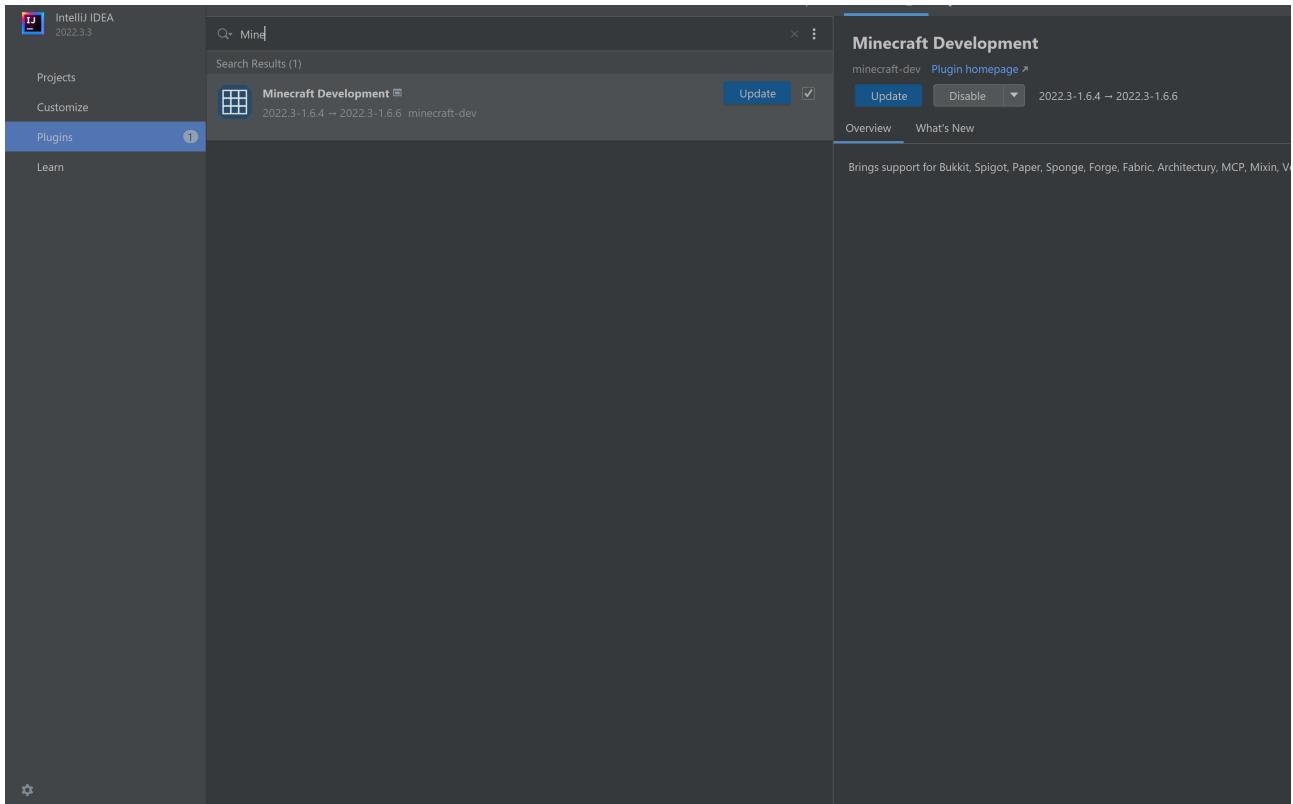
Paper	Build	Changelog	Timestamp	Download
1.20.1	#550	483368e correct default to join-classpath: true for dependencies (#9279) 38b2754 [ci skip] Update test plugin	2023-06-09	Download
1.20	#549	bc4a664 Paper Plugins Dependency Format Update (#9160) 175a774 [ci skip] Use a separate interface for bootstrapping (#9267)	2023-06-07	Download
1.19.3	#548	14cf6d4 Schedule several things for removal in 1.21 (#9041)	2023-06-07	Download
1.19.2	#547	d8e0759 Updated Upstream (Bukkit/CraftBukkit)	2023-06-06	Download
1.19.1	#546	956062a Add transient modifiers (#9244) d8d3b07 [ci skip] Add missing deprecations for legacy MaterialData api (#9253) 8a18fc5 [ci skip] add 'needs triage' label to invalid on issue close (#9252)	2023-06-06	Download
1.18.2	#545	bacbf86 Fixes and additions to projectile API (#9237)	2023-06-01	Download
1.18.1	#544	2eda177 Expand PlayerItemMendEvent (#7382)	2023-06-01	Download
1.18	#543	ea0b639 Updated Upstream (Bukkit/CraftBukkit/Spigot) (#9228)	2023-06-01	Download
1.16.5	#542	fa8fa1c Fix playing adventure sounds on World/Server (#8077)	2023-05-31	Download
1.16.4	#541	0f91091 Re-implement the compost events (#9192)	2023-05-31	Download
1.16.3	#540	f9f9079 Pull a few Folia patches	2023-05-28	Download
1.16.2	#539	90a0835 Fix incremental player saving patch	2023-05-28	Download
1.16.1	#538	bcd8dc2 Use the spigot config for mangrove propague / torchflower growth (#8597)	2023-05-16	Download

then install the minecraft server:

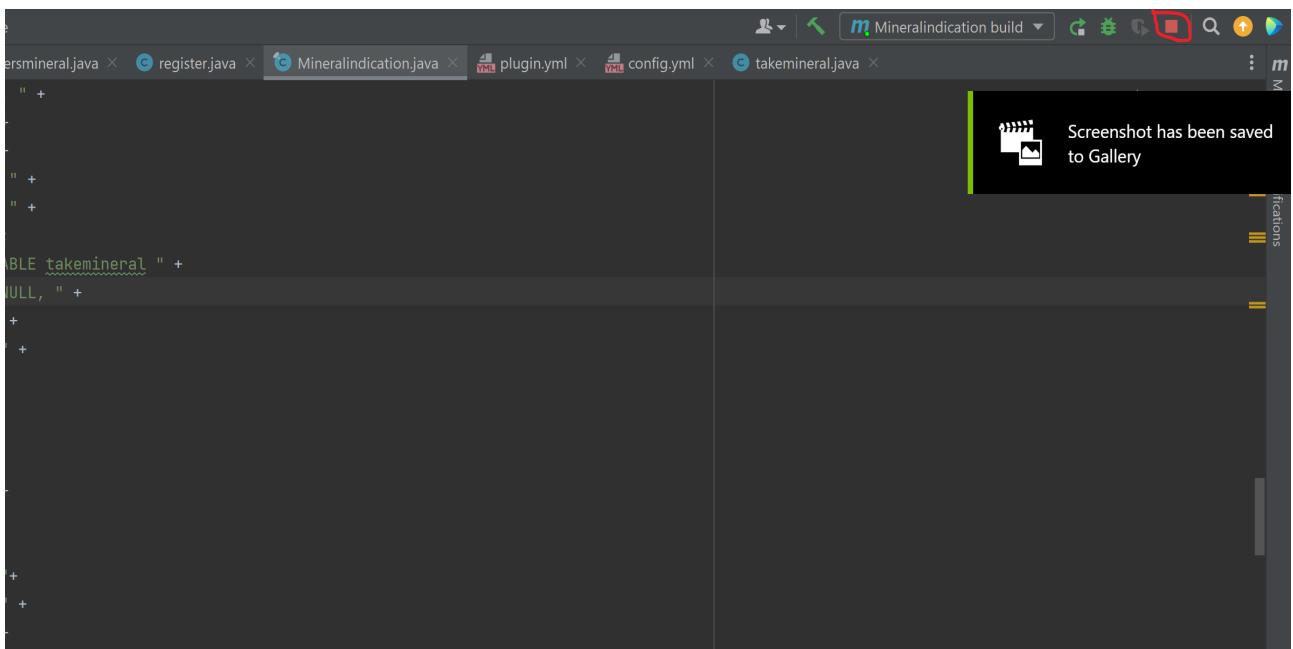
Name	Date modified	Type	Size
New Text Document.bat	29/06/2023 15:54	Windows Batch File	1 KB
paper-1.19.4-550.jar	29/06/2023 15:53	Executable Jar File	41,667 KB

cache	29/06/2023 15:54	File folder	
config	29/06/2023 15:55	File folder	
libraries	29/06/2023 15:55	File folder	
logs	29/06/2023 15:55	File folder	
plugins	29/06/2023 15:55	File folder	
versions	29/06/2023 15:55	File folder	
world	29/06/2023 15:55	File folder	
world_nether	29/06/2023 15:55	File folder	
world_the_end	29/06/2023 15:55	File folder	
banned-ips.json	29/06/2023 15:55	JSON 來源檔案	1 KB
banned-players.json	29/06/2023 15:55	JSON 來源檔案	1 KB
bukkit.yml	29/06/2023 15:55	YML File	1 KB
commands.yml	29/06/2023 15:55	YML File	1 KB
eula.txt	29/06/2023 15:55	Text Document	1 KB
help.yml	29/06/2023 15:55	YML File	0 KB
New Text Document.bat	29/06/2023 15:54	Windows Batch File	1 KB
ops.json	29/06/2023 15:55	JSON 來源檔案	1 KB
paper-1.19.4-550.jar	29/06/2023 15:53	Executable Jar File	41,667 KB
permissions.yml	29/06/2023 15:55	YML File	0 KB
server.properties	29/06/2023 15:55	Properties 來源檔案	2 KB
spigot.yml	29/06/2023 15:55	YML File	5 KB
usercache.json	29/06/2023 15:55	JSON 來源檔案	1 KB
version_history.json	29/06/2023 15:55	JSON 來源檔案	1 KB

next install minecraft development in IntelliJ IDEA:



then generate the plugin.jar



then drop the plugin.jar into the server's plugin file

This PC > Local Disk (C:) > New folder (4) > New folder (2) > plugins >

Name	Date modified	Type	Size
bStats	29/06/2023 15:55	File folder	
Mineralindication-1.0-SNAPSHOT.jar	20/06/2023 17:38	Executable Jar File	20 KB

then run the server, you will see a plugin's config file generated, then shut down the server.

```
C:\WINDOWS\system32\cmd. × + ▾
NAPSHOT) (Git: 483368e on ver/1.19.4)
[15:57:38 INFO]: Server Ping Player Sample Count: 12
[15:57:38 INFO]: Using 4 threads for Netty based IO
[15:57:38 WARN]: [!] The timings profiler has been enabled but has been scheduled for removal from Paper in the future.
  We recommend installing the spark profiler as a replacement: https://spark.lucko.me/
  For more information please visit: https://github.com/PaperMC/Paper/issues/8948
[15:57:38 INFO]: [ChunkTaskScheduler] Chunk system is using 1 I/O threads, 6 worker threads, and gen parallelism of 6 threads
[15:57:38 INFO]: Default game type: SURVIVAL
[15:57:38 INFO]: Generating keypair
[15:57:39 INFO]: Starting Minecraft server on *:25565
[15:57:39 INFO]: Using default channel type
[15:57:39 INFO]: Paper: Using Java compression from Velocity.
[15:57:39 INFO]: Paper: Using Java cipher from Velocity.
[15:57:39 INFO]: [Mineralindication] Loading server plugin Mineralindication v1.0-SNAPSHOT
[15:57:39 INFO]: Server permissions file permissions.yml is empty, ignoring it
[15:57:39 INFO]: Preparing level "world"
[15:57:41 INFO]: Preparing start region for dimension minecraft:overworld
[15:57:41 INFO]: Time elapsed: 91 ms
[15:57:41 INFO]: Preparing start region for dimension minecraft:the_nether
[15:57:41 INFO]: Time elapsed: 33 ms
[15:57:41 INFO]: Preparing start region for dimension minecraft:the_end
[15:57:41 INFO]: Time elapsed: 43 ms
[15:57:41 INFO]: [Mineralindication] Enabling Mineralindication v1.0-SNAPSHOT
[15:57:41 INFO]: [Mineralindication] [STDOUT] started
[15:57:41 WARN]: Nag author(s): '[]' of 'Mineralindication v1.0-SNAPSHOT' about their usage of System.out/err.print. Please use your plugin's logger instead (JavaPlugin#getLogger).
[15:57:44 WARN]: com.mysql.cj.jdbc.exceptions.CommunicationsException: Communications link failure
[15:57:44 WARN]:
```

> This PC > Local Disk (C:) > New folder (4) > New folder (2) > plugins >

Name	Date modified	Type	Size
bStats	29/06/2023 15:55	File folder	
Mineralindication	29/06/2023 15:57	File folder	
Mineralindication-1.0-SNAPSHOT.jar	20/06/2023 17:38	Executable Jar File	20 KB

Then create a database in MySQL

資料庫

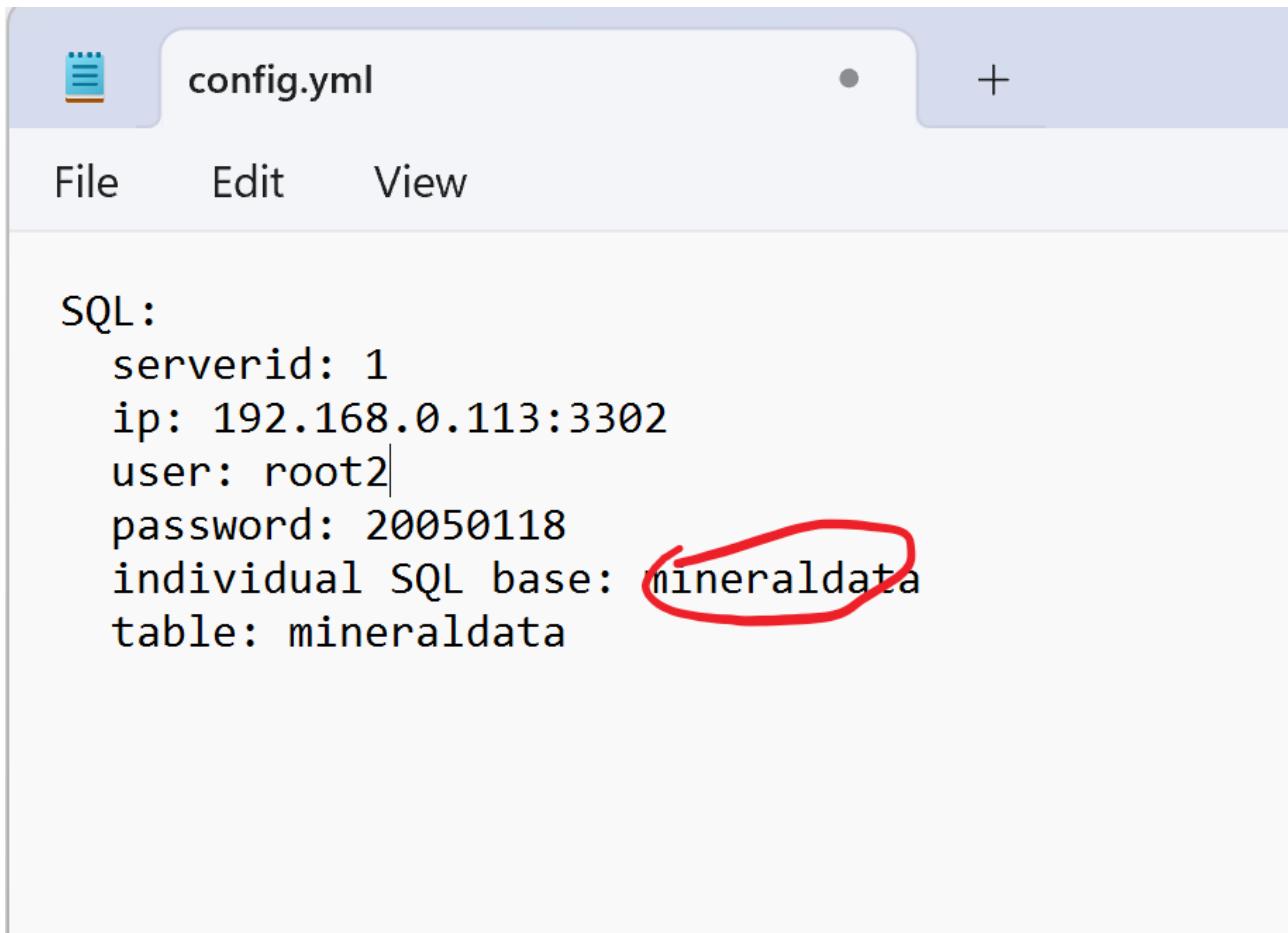
 建立新資料庫 

包含這個字 :

資料庫	編碼與排序	主要備援伺服器	動作
<input type="checkbox"/> coreprotect	utf8mb4_0900_ai_ci	 已備援	
<input type="checkbox"/> coreprotectpig	utf8mb4_0900_ai_ci	 已備援	
<input type="checkbox"/> coreprotectsword	utf8mb4_0900_ai_ci	 已備援	
<input type="checkbox"/> experience	utf8mb4_0900_ai_ci	 已備援	
<input type="checkbox"/> information_schema	utf8mb3_general_ci	 已備援	
<input type="checkbox"/> minecraftluckperm	utf8mb4_0900_ai_ci	 已備援	
<input type="checkbox"/> minecraftluckpermpig	utf8mb4_0900_ai_ci	 已備援	
<input type="checkbox"/> mineral	utf8mb4_0900_ai_ci	 已備援	

then fill the MYSQL information into config.yml
(set the serverid to '1' if you have single server only)
after that, restart the server



The screenshot shows a code editor window with a tab bar at the top labeled "config.yml". Below the tab bar is a menu bar with "File", "Edit", and "View" options. The main editor area contains the following configuration code:

```
SQL:  
  serverid: 1  
  ip: 192.168.0.113:3302  
  user: root2  
  password: 20050118  
  individual SQL base: mineraldata  
  table: mineraldata
```

A red circle highlights the word "mineraldata" in the "individual SQL base" section of the configuration.

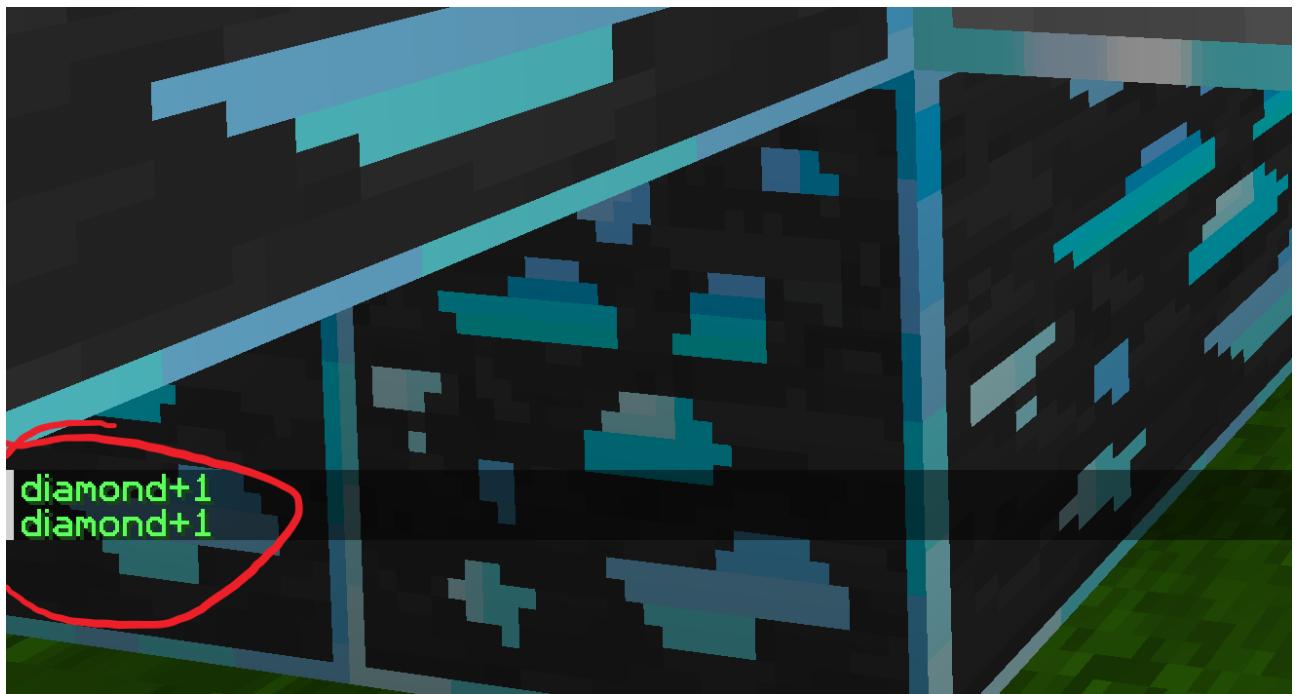
then after you connect the server, you will see that you will not be available to mining, you have to register an account before that.



For example, username: james
password :1234



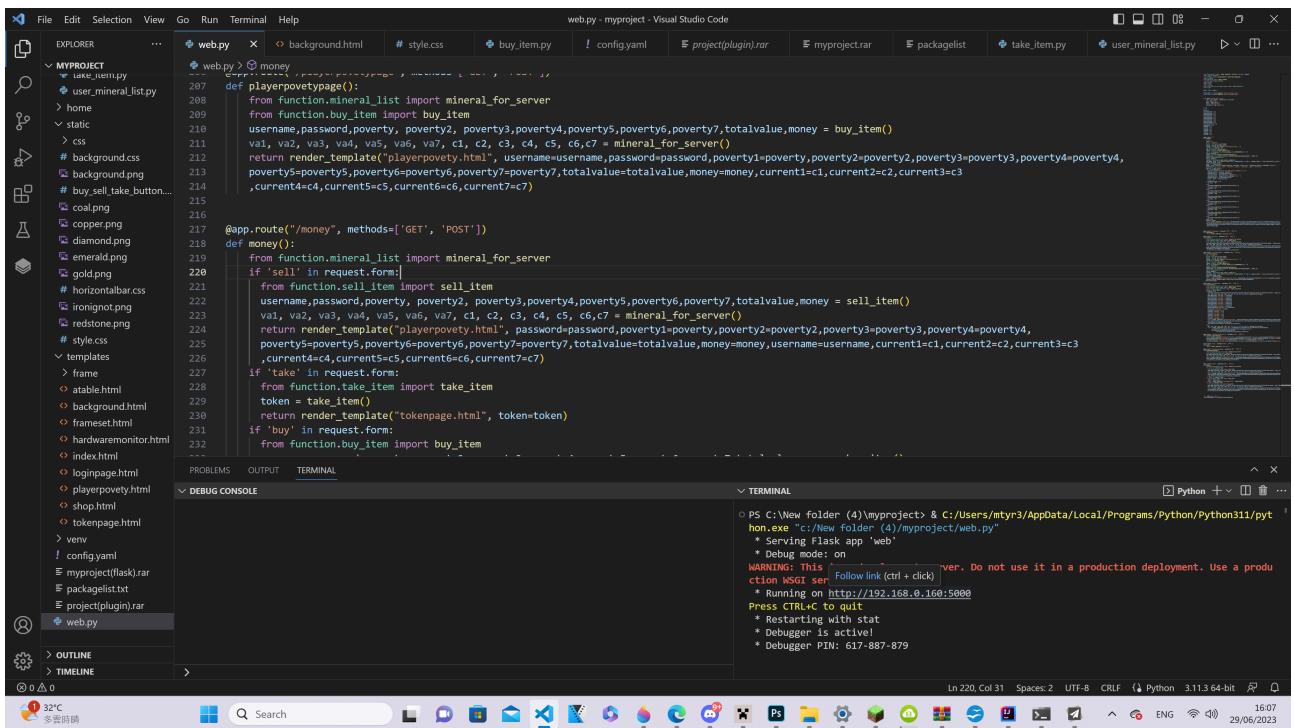
after you dig a block, the mineral you get wont stored into you inventory, because all of them are store into your account



edit the config file, fill your MYSQL server's IP, Port and Database also the host IP and port

```
! config.yaml
1  {'SQLip': '192.168.0.113',
2  'SQLport': '3306',
3  'database': 'mineraldata'
4  'hostip': '192.168.0.160',
5  'hostport': '5000'}
```

then run the python flask project



```
File Edit Selection View Go Run Terminal Help web.py - myproject - Visual Studio Code

PROJECT
> take_item.py
> user_mineral_list.py
> home
> static
> css
# background.css
background.png
# buy_sell_take_button...
coal.png
copper.png
diamond.png
emerald.png
gold.png
horizontalbar.css
ironnot.png
redstone.png
style.css
templates
> frame
atable.html
background.html
frameset.html
hardwaremonitor.html
index.html
loginpage.html
playerpoverty.html
shop.html
tokenpage.html
> venv
config.yaml
myproject.flask.rar
packagelist.txt
project(plugin).rar
web.py

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

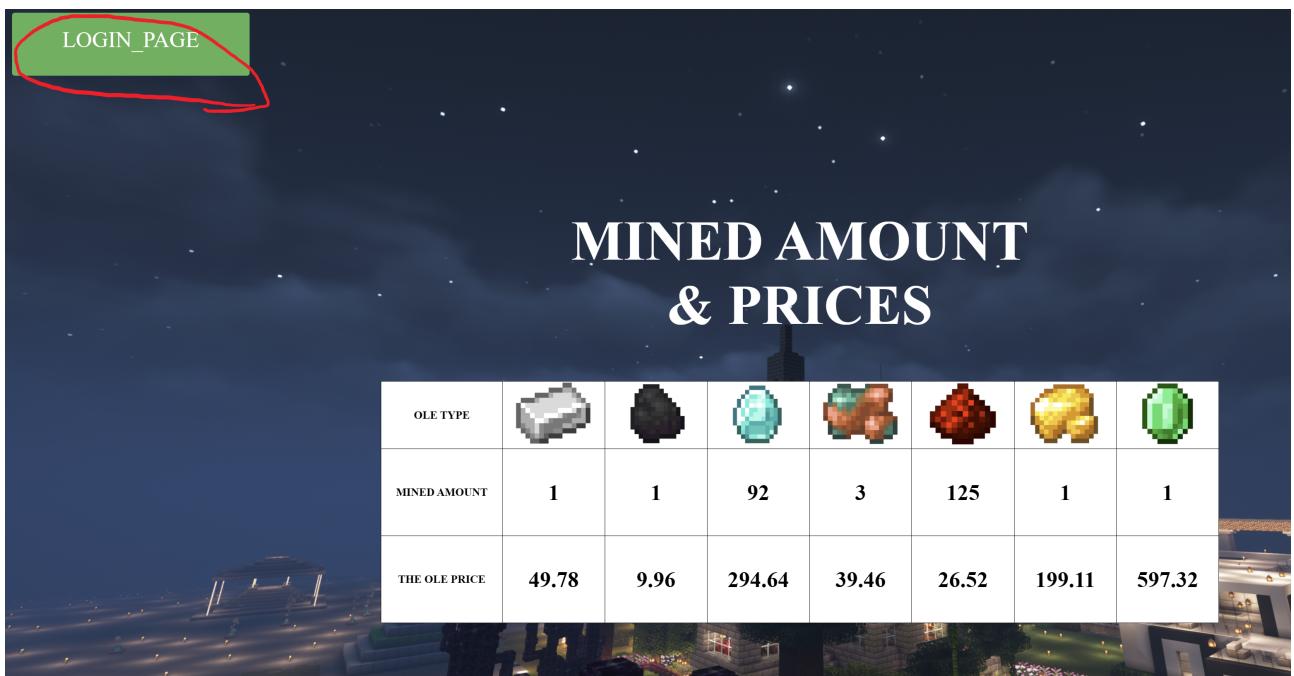
TERMINAL
PS C:\New folder (4)\myproject & C:/Users/mtyr3/AppData/Local/Programs/Python/Python311/python.exe -m flask app web
* Debug mode on
WARNING: This is a development server. Do not use it in a production deployment. Use a production WSGI server. Follow link (ctrl + click)
* Running on http://192.168.0.160:5000
Press CTRL+C to quit
* Restarting with stat
* Debugger is active!
* Debugger PIN: 617-887-879

Ln 220, Col 31 Spaces: 2 UTRF-B CRLF Python 3.11.3 64-bit 16:07 29/06/2023
```

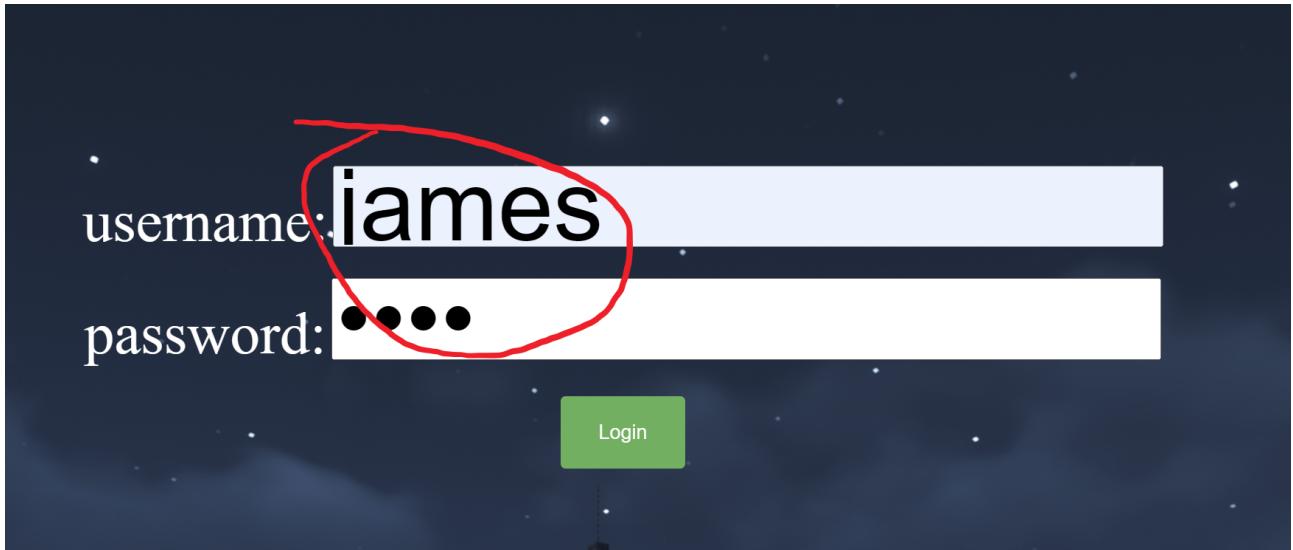
```
def playerpovertypage():
    from function.mineral_list import mineral_for_server
    from function.buy_item import buy_item
    username,password,poverty,poverty2,poverty3,poverty4,poverty5,poverty6,poverty7,totalvalue,money = buy_item()
    va1,va2,va3,va4,va5,va6,va7,c1,c2,c3,c4,c5,c6,c7 = mineral_for_server()
    return render_template("playerpoverty.html",username=username,password=password,poverty1=poverty,poverty2=poverty2,poverty3=poverty3,poverty4=poverty4,
    poverty5=poverty5,poverty6=poverty6,poverty7=poverty7,totalvalue=totalvalue,money=money,current1=c1,current2=c2,current3=c3
    ,current4=c4,current5=c5,current6=c6,current7=c7)

@app.route("/money", methods=['GET', 'POST'])
def money():
    from function.mineral_list import mineral_for_server
    if 'sell' in request.form:
        from function.sell_item import sell_item
        username,password,poverty,poverty2,poverty3,poverty4,poverty5,poverty6,poverty7,totalvalue,money = sell_item()
        va1,va2,va3,va4,va5,va6,va7,c1,c2,c3,c4,c5,c6,c7 = mineral_for_server()
        return render_template("playerpoverty.html",password=password,poverty1=poverty,poverty2=poverty2,poverty3=poverty3,poverty4=poverty4,
        poverty5=poverty5,poverty6=poverty6,poverty7=poverty7,totalvalue=totalvalue,money=money,username=username,current1=c1,current2=c2,current3=c3
        ,current4=c4,current5=c5,current6=c6,current7=c7)
    if 'take' in request.form:
        from function.take_item import take_item
        token = take_item()
        return render_template("tokenpage.html", token=token)
    from function.buy_item import buy_item
```

then click login



login the account that you have been registered
e.g. james

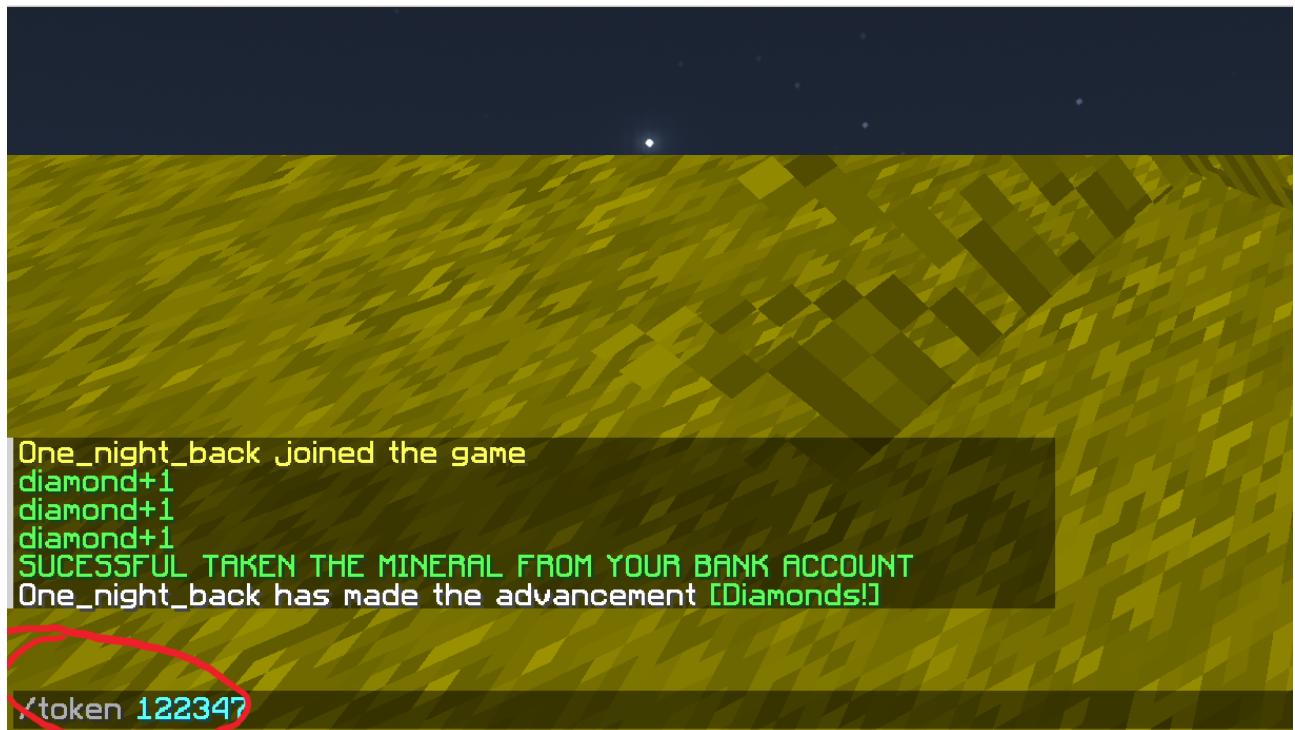


then you can sell,buy and take your mineral here

The image displays a mineral trading interface titled 'james'S POVERTY'. It shows 'POVERTY'S TOTAL AMOUNT: 4771.7' and 'MONEY: 2530.79'. Below this, there is a table showing mineral prices and amounts. A tooltip window titled 'Saved data' is open over the 'take' button in the table, showing values 10 and 100. At the bottom, there are buttons for 'sell', 'take', and 'buy'. A red circle highlights the 'take' button in the tooltip.

OLE TYPE	0	0	10	0	0	0	0
MINED AMOUNT	0	0	10	0	0	0	0
THE OLE PRICE	49.77	9.95			99.09	597.26	
SELL AMOUNT	0	0	10	0	0	0	0

if you decide to take your mineral,you will see a token code



then use the /token command like this

then you will got the mineral

