



Minecraft Programming Set Up

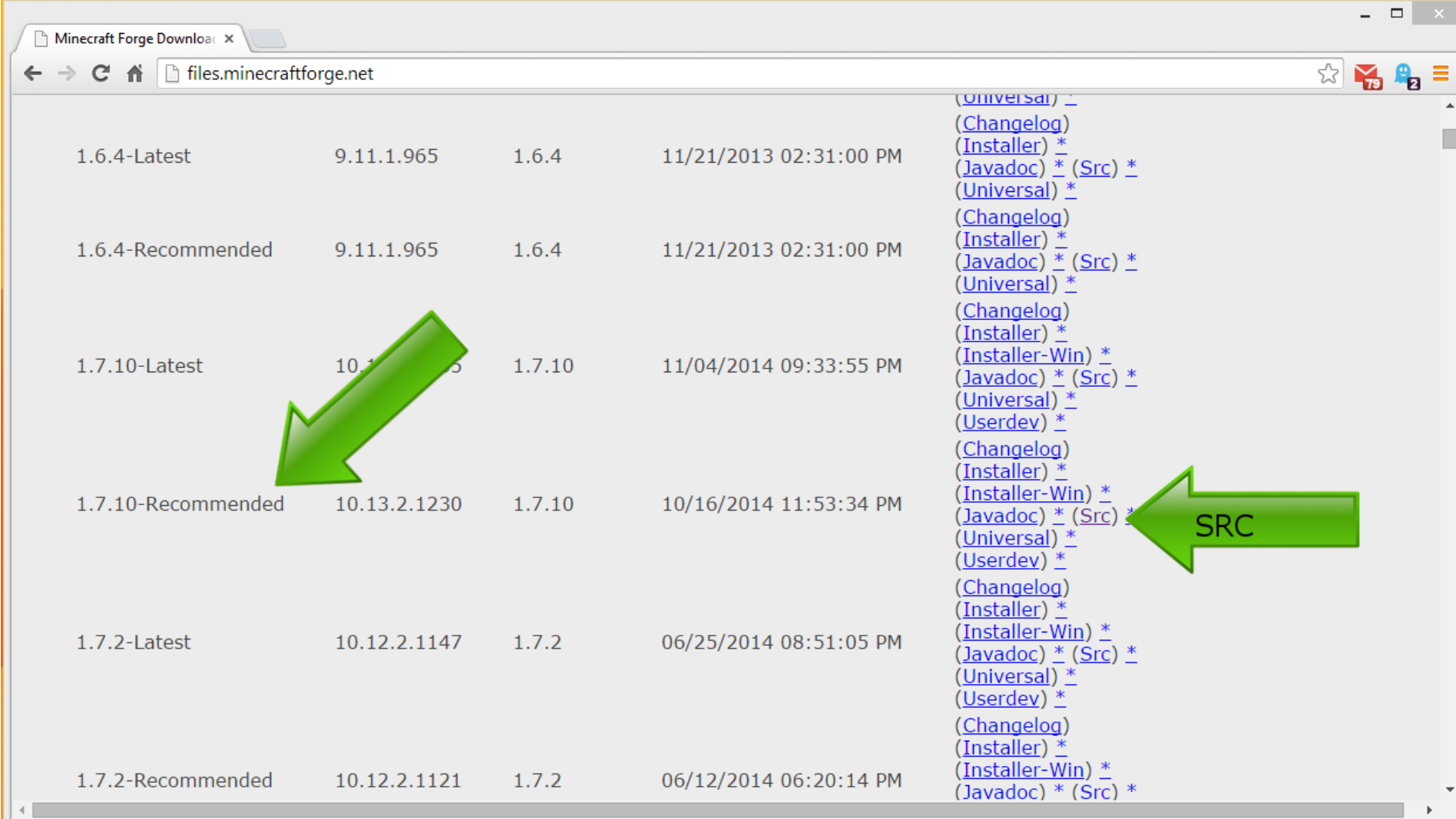
By: [Legoman](#)

Resources needed

- Eclipse ([download](#))
- Java JDK 7 ([download](#))
- Minecraft Forge 1.7.10 ([download](#))

Installation of Minecraft forge

Go to the page:
<http://files.minecraftforge.net/> ,
Find 1.7.10
recommended, and
click on SRC for
source code



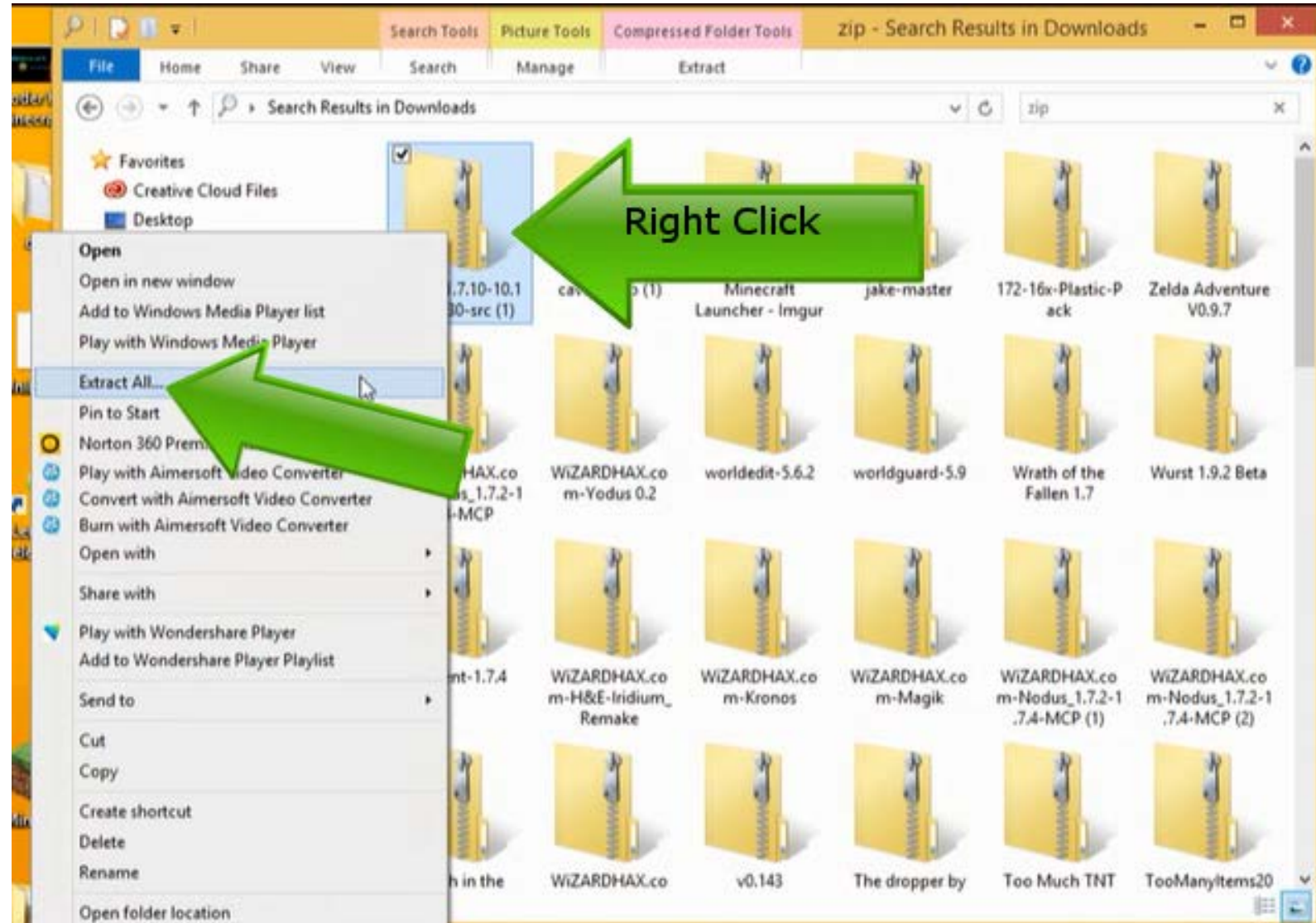
The screenshot shows a web browser window with the address bar displaying 'files.minecraftforge.net'. The page lists several Minecraft Forge versions. A large green arrow points to the '1.7.10-Recommended' row. Another green arrow points to the '(Src)' link in the rightmost column of that row.

Version	Build	Forge Version	Date	Links
1.6.4-Latest	9.11.1.965	1.6.4	11/21/2013 02:31:00 PM	(Universal) _ (Changelog) _ (Installer) _ (Javadoc) * (Src) _ (Universal) *
1.6.4-Recommended	9.11.1.965	1.6.4	11/21/2013 02:31:00 PM	(Changelog) _ (Installer) _ (Javadoc) * (Src) _ (Universal) *
1.7.10-Latest	10.13.2.1230	1.7.10	11/04/2014 09:33:55 PM	(Changelog) _ (Installer) _ (Installer-Win) _ (Javadoc) * (Src) _ (Universal) _ (Userdev) *
1.7.10-Recommended	10.13.2.1230	1.7.10	10/16/2014 11:53:34 PM	(Changelog) _ (Installer) _ (Installer-Win) _ (Javadoc) * (Src) * (Universal) _ (Userdev) *
1.7.2-Latest	10.12.2.1147	1.7.2	06/25/2014 08:51:05 PM	(Changelog) _ (Installer) _ (Installer-Win) _ (Javadoc) * (Src) _ (Universal) _ (Userdev) *
1.7.2-Recommended	10.12.2.1121	1.7.2	06/12/2014 06:20:14 PM	(Changelog) _ (Installer) _ (Installer-Win) _ (Javadoc) * (Src) *

After Downloaded...

Go into the downloads folder and right click on what you downloaded then click extract all.

Note: If your downloads folder is cluttered like mine you can move it to you desktop or another folder then extract it.



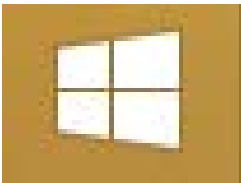
Next...

The folder that you extracted should look something like this. Then you should rename it whatever you want.

Then once you rename it right click on the windows button and click run



forge-1.7.10-10.1
3.2.1230-src (1)



In the Window...

Type in cmd then press ok, so it will open a command prompt . Now find the location of your file if you moved it but if you didn't move it here are the commands:

cd Downloads

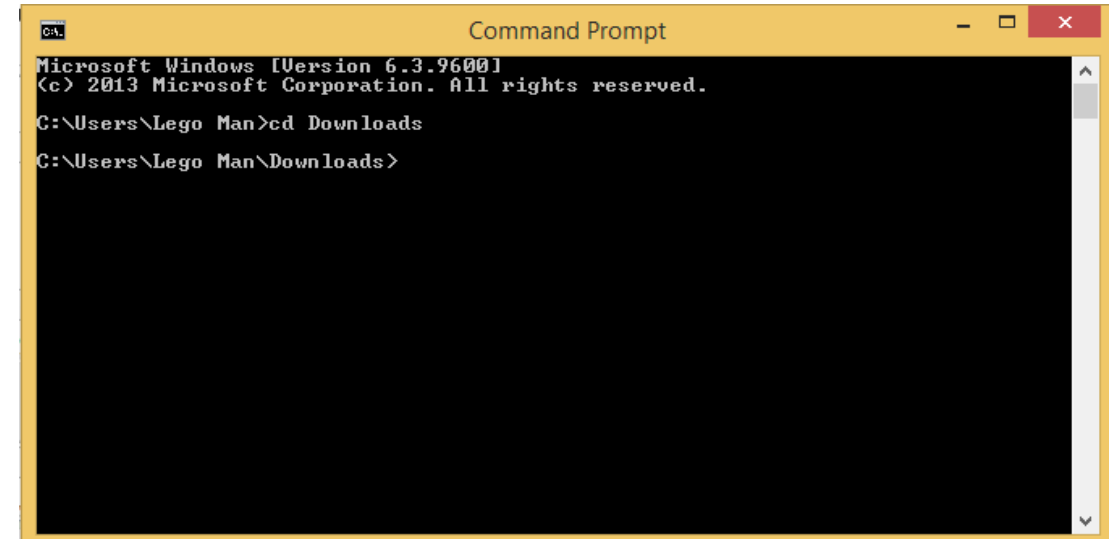
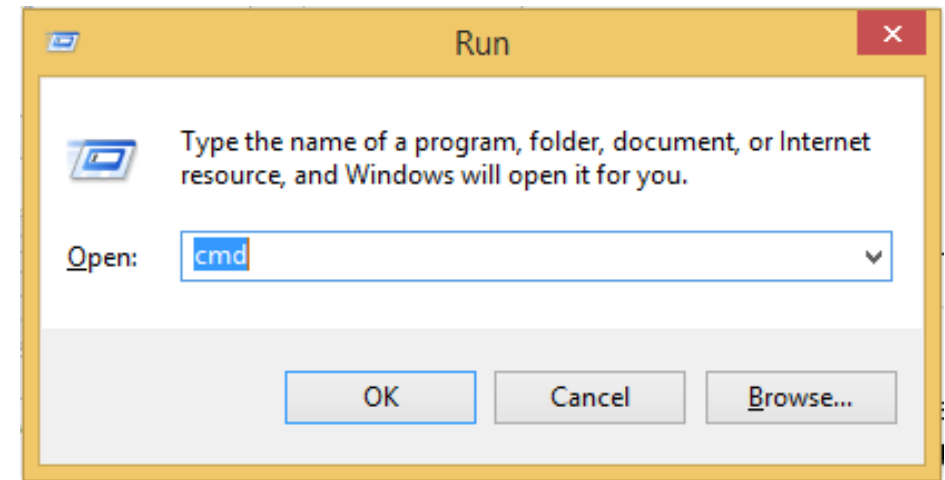
cd (whatever you named it)

Then type in the following commands:

1st Command: **gradlew setupDecompWorkspace**

After that one is finished type in this command: **gradlew eclipse**

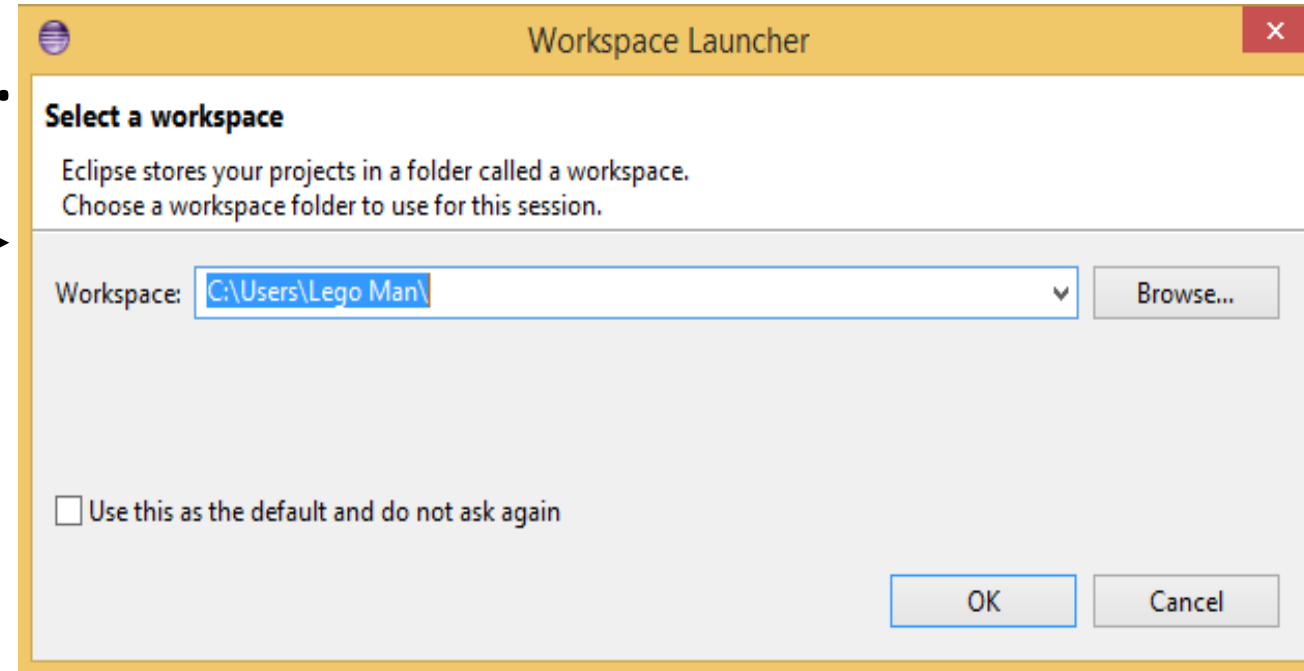
The last command takes the longest: **gradlew --refresh-dependencies eclipse**



After the commands...

Run eclipse and when this menu pops up, →

Click **Browse** and locate to your folder that we extracted and then open the folder and double click on the eclipse folder and than press ok.

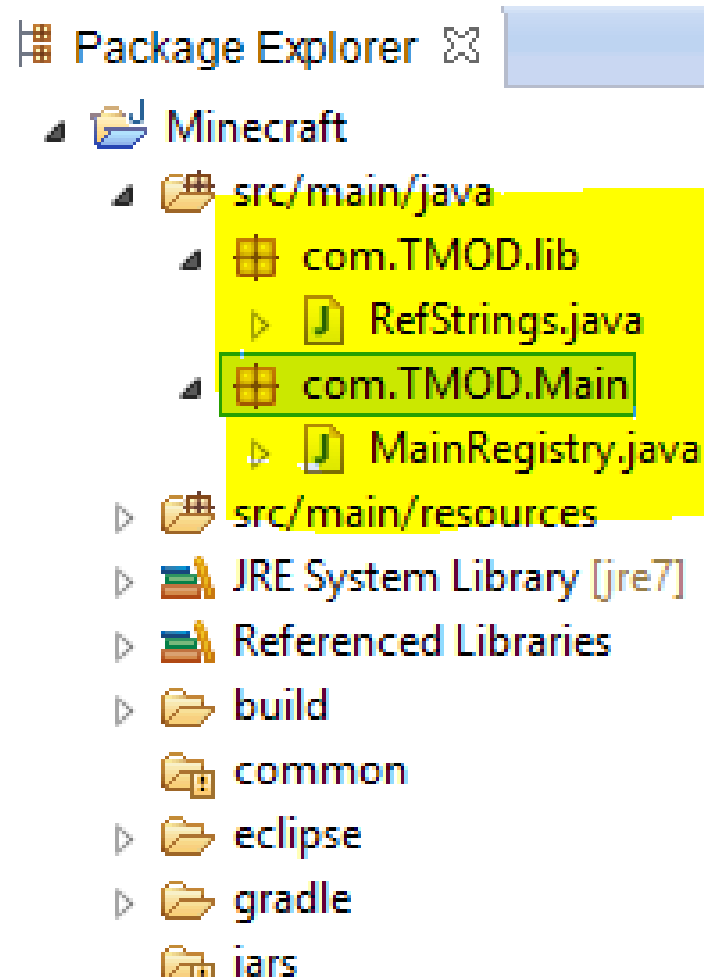


In Eclipse...

Green = make
Red = get ride of

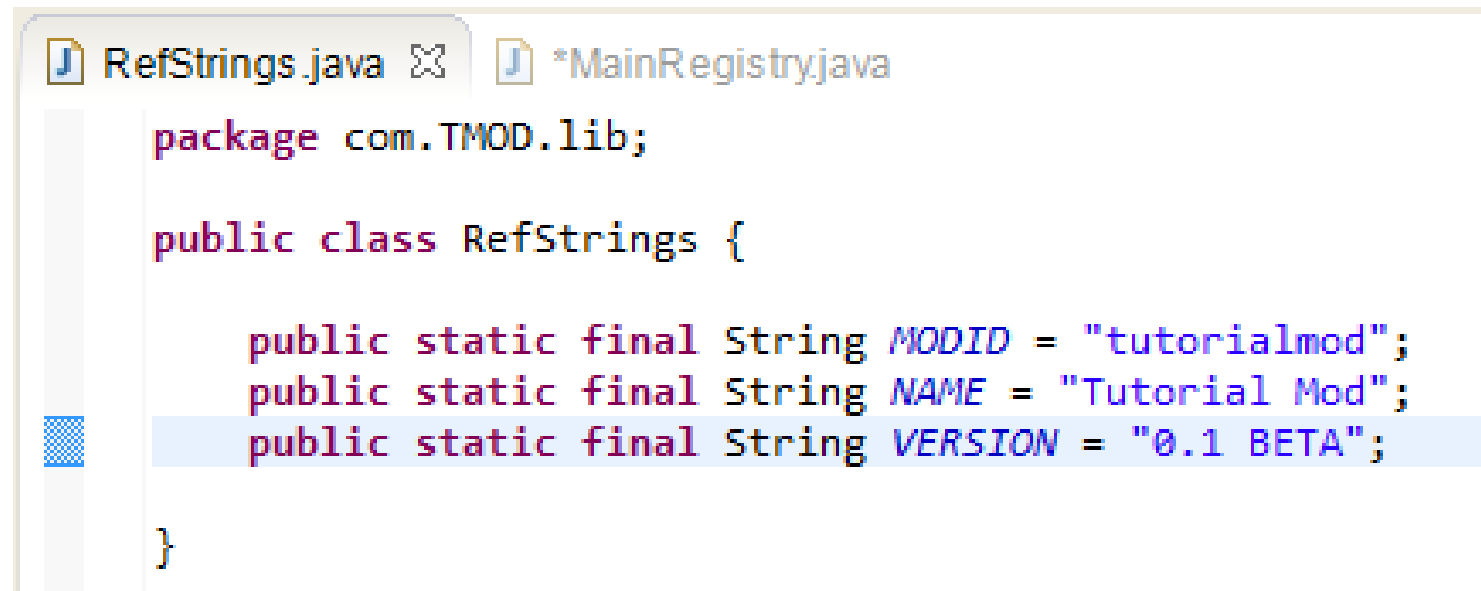
First open the “Minecraft” Folder on the side, Right click on the folder “src/main/java” then **delete** the package “com.examplemod.example” and **create 2 packages** called “**com.TMOD.lib**” and “**com.TMOD.Main**”. Then right click on both of the packages and create 1 class in each package. In com.TMOD.Main the class will be called MainRegistry and the class in com.TMOD.lib will be called RefStrings.

Note: TMOD in the name of the packages can be anything you want.



After the Classes are Created...

In the Class "RefStrings" type in the following-

A screenshot of an IDE window showing two tabs: 'RefStrings.java' and '*MainRegistry.java'. The 'RefStrings.java' tab is active, displaying the following Java code:

```
package com.TMOD.lib;

public class RefStrings {

    public static final String MODID = "tutorialmod";
    public static final String NAME = "Tutorial Mod";
    public static final String VERSION = "0.1 BETA";

}
```

The code is color-coded: keywords like 'package', 'public', 'class', 'static', 'final', and 'String' are in purple; variable names like 'MODID', 'NAME', and 'VERSION' are in blue; and string literals are in red. The line 'public static final String VERSION = "0.1 BETA";' is highlighted with a light blue background.

In MainRegistry...

First type in the following **ABOVE** public class MainRegistry...

```
@Mod(modid = RefStrings.MODID, name = RefStrings.NAME, version = RefStrings.VERSION)  
  
public class MainRegistry {  
  
}
```

It will give you an error because it doesn't know where the code for the @ statement is located so either hover over @Mod or hold down Ctrl, Shift, O

After That...

Then **INSIDE** of public class MainRegistry type the following...

```
public class MainRegistry {  
    public void init(FMLInitializationEvent e){  
    }  
}
```

This also will give you an import error so just hold down Ctrl, Shift, O

Finally done!

Once you have saved it run it then once your in the game open the mods tab and you will see the your mod listed!

You will now see that we have our mod listed but there is no text/description thing. We can fix that later though

This setup is also available on YouTube ([view video](#))

