

# MINECRAFT

Start the Presentation

Options.

Quit

MineColonies Automation



# MINECRAFT



Loading.....

# WELCOME

Minecolonies Automation is een project om een gedeelte van Minecolonies te automatiseren. Het gedeelte dat geautomatiseert wordt is het leveren van de gevraagde items aan de colonies. Dit gebeurt door een koppeling tussen Minecraft, LUA, C#, een API en een website. Eerst worden alle gevraagde items geextraheerd met LUA naar JSON files aan de hand van Computercraft. Hierna worden deze JSON files ingelezen en doorgestuurd naar de API via C#. Op de website kan je dan een mooi overzicht zien van de verschillende items die in het algemeen nodig zijn en de items die voor elke verschillende builder nodig is.





# The Project



## MineColonies



## The App

email

password

switch account

register

Start

Stop

Install new colony

## The Website

Our **BIG**  
minecolonies  
integration app



Download Now →

ABOUT

We use a combination of 4 mods to make everything work smoothly with our app and our goals.

MANUAL

It only takes 3 clicks to install and set up the app, and you can start using it for your own Minecraft worlds.

LOGIN



You can use our app at home or link it with your online account and access it online whenever you want.






# MineColonies



**The Project**

**MineColonies**

**The App**

email  
j.plt@gmail.com


password

switch account register







Start Stop

Install new colony

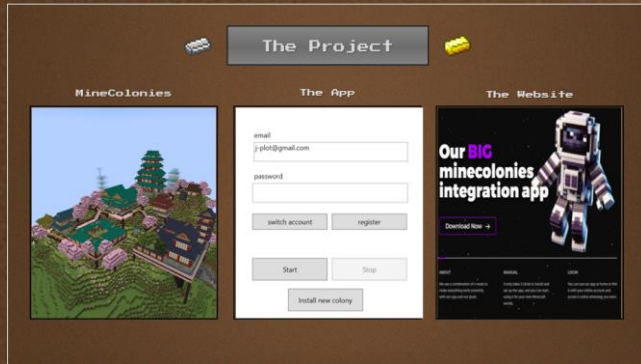
**The Website**

**Our BIG minecolonies integration app**  
Download Now →



Required Resources	
Haylee W.	
Mystical Site	
Supplied 37% / Used 0%	
 Block of Gold	0 / 2
 Glowstone	0 / 4
 Hopper	0 / 22
 Red Concrete	0 / 16
 Red Stained Glass Pane	0 / 22
 Smooth Quartz Block	0 / 54





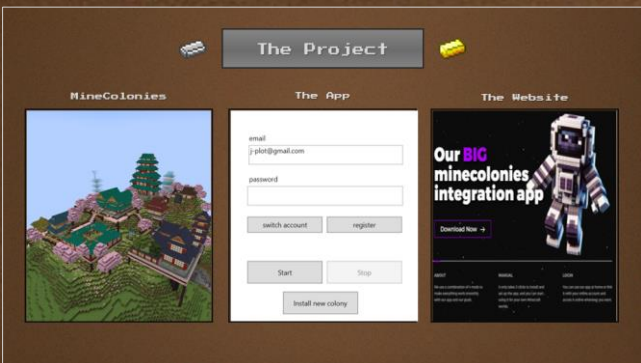
# MineColonies



```

8
9 -- Function to map the different peripherals
0 local function MapPeripherals()
1     -- Get all names of connected peripherals and loop over them
2     local peripherals = peripheral.getNames()
3     for i, peripheralName in ipairs(peripherals) do
4         local func = nil
5         -- Wrap the peripheral
6         local wrappedPeripheral = peripheral.wrap(peripheralName)
7         if not (wrappedPeripheral == nil) then
8             -- Get the type of the peripheral
9             local type = peripheral.getType(wrappedPeripheral)
0             local splitTypes = split(type, "%s")
1             -- pretty.pretty_print(splitTypes)
2
3             -- If the split types has more then 1 value take the second value (THIS IS HARDCODED)
4             local i = 1
5             if table.getn(splitTypes) > 1 then
6                 i = 2
7             end
8
9             -- Get the function for the given type from the functiontable
0             func = peripheralTable[splitTypes[i]]
1             --print(peripheral.getType(wrappedPeripheral))
2         end
3         -- If the peripheral type has a funtion, run that function to put the wrapped peripheral in the correct variable
4         if not (func == nil) then func(wrappedPeripheral, peripheralName) end
5     end
6
7     -- Check if the colonyIntegrator is in a colony, if not exit the program
8     if not ColonyIntegrator.isInColony() then
9         MonitorWriter.WriteLine("Block is not in a colony", Monitor)
0         os.exit()
1     end
2
3     -- Ask the user for the sleeptime
4     print("Please insert the checkInterval in seconds (default 5 seconds)")
5     local answer = io.read()
6     local num = tonumber(answer)
7     if num ~= nil then SleepTime = num end
8 end
9

```



# The App



MineColonies automation

login

email

j-plot@gmail.com

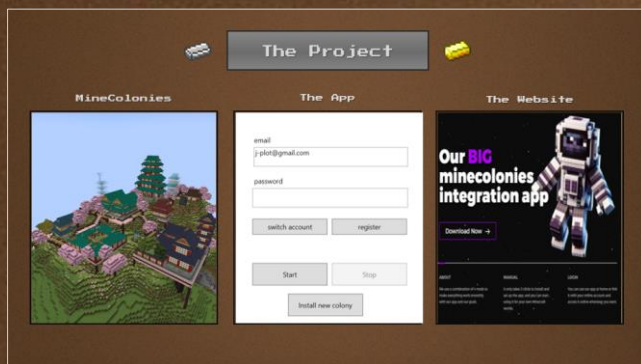
password

switch account register

Start Stop

Install new colony





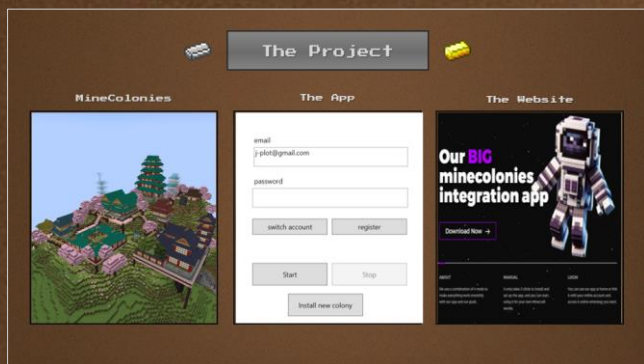
# The App



```
if (colonie.items.items.playerSide != null)
{
    StorageItem playerItem = colonie.items.items.playerSide.FirstOrDefault(x => x.name.Equals(request.item.name));
    if (playerItem != null)
    {
        if (!playerReserve.ContainsKey(playerItem.name)) playerReserve.Add(playerItem.name, 0);
        if (playerItem.amount - playerReserve[request.item.name] <= 0) continue;

        if (request.needed - already_have > playerItem.amount - playerReserve[request.item.name])
        {
            playerReserve[request.item.name] += playerItem.amount;
            already_have += playerItem.amount;
            commands.Add(new Commands { Amount = playerItem.amount, Item = request.item.name, NeedsCrafting = false });
        }
        else
        {
            playerReserve[request.item.name] += request.needed - already_have;
            commands.Add(new Commands { Amount = request.needed - already_have, Item = request.item.name, NeedsCrafting = false });
            continue;
        }
    }
}
```

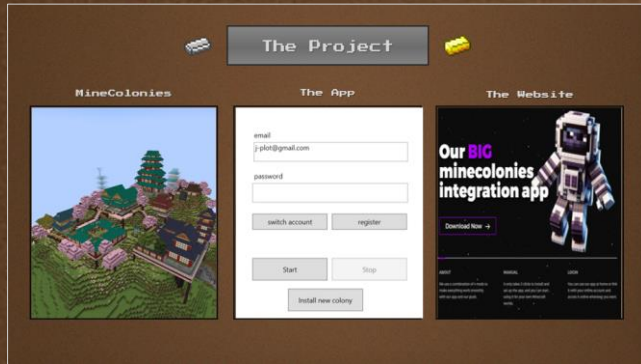




# The App



```
if (toolComplete == true)
{
    if (request.items.Where(x => x.tags.Contains("minecraft:item/forge:tools")).Count() > 0)
    {
        StorageItem reqItem = colonie.items.items.playerSide.FirstOrDefault(x => x.name.Equals(request.items[0].name));
        if (reqItem != null)
        {
            commands.Add(new Commands { Amount = 1, Item = request.items[0].name, NeedsCrafting = false });
        }
        else
        {
            StorageItem patternItem = colonie.items.patterns.FirstOrDefault(x => x.name.Equals(request.items[0].name));
            if (patternItem != null)
            {
                commands.Add(new Commands { Amount = 1, Item = request.items[0].name, NeedsCrafting = true });
            }
        }
    }
}
```

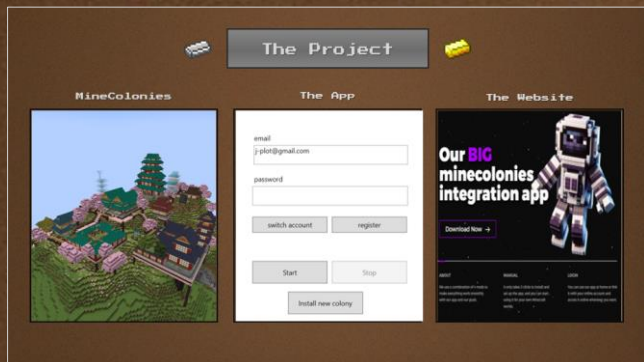


# The App

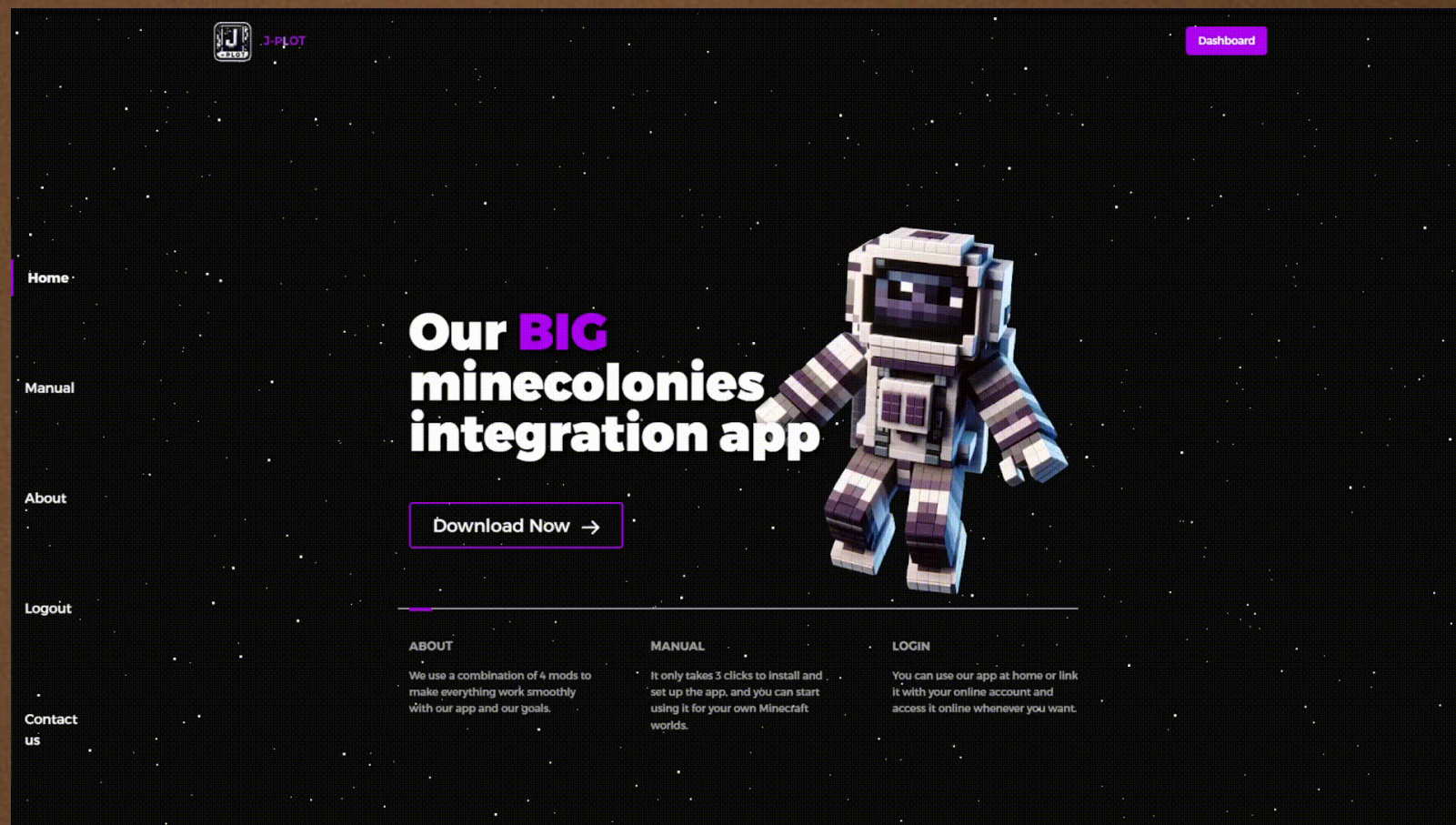


```
public async Task<bool> PostRequest(string data, string url)
{
    url = ApiUrl + url;
    using (HttpClient client = new HttpClient())
    {
        try
        {
            client.DefaultRequestHeaders.Add("Authorization", "bearer " + Token);
            client.DefaultRequestHeaders.Add("Accept", "application/json");
            HttpContent content = new StringContent(data, Encoding.UTF8, "application/json");
            HttpResponseMessage response = await client.PostAsync(url, content);
            if (response.IsSuccessStatusCode)
            {
                return true;
            }
            else
            {
                Console.WriteLine("Error: " + response.StatusCode);
                return false;
            }
        }
        catch
        {
            return false;
        }
    }
}
```

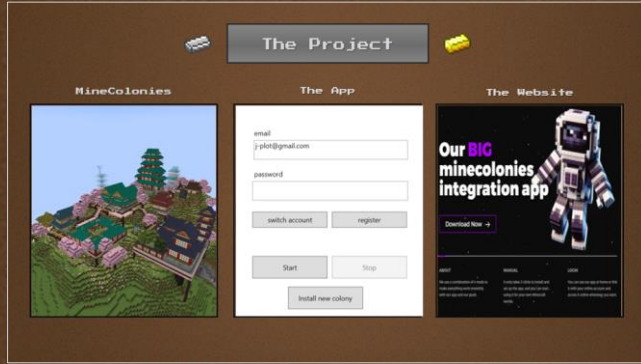




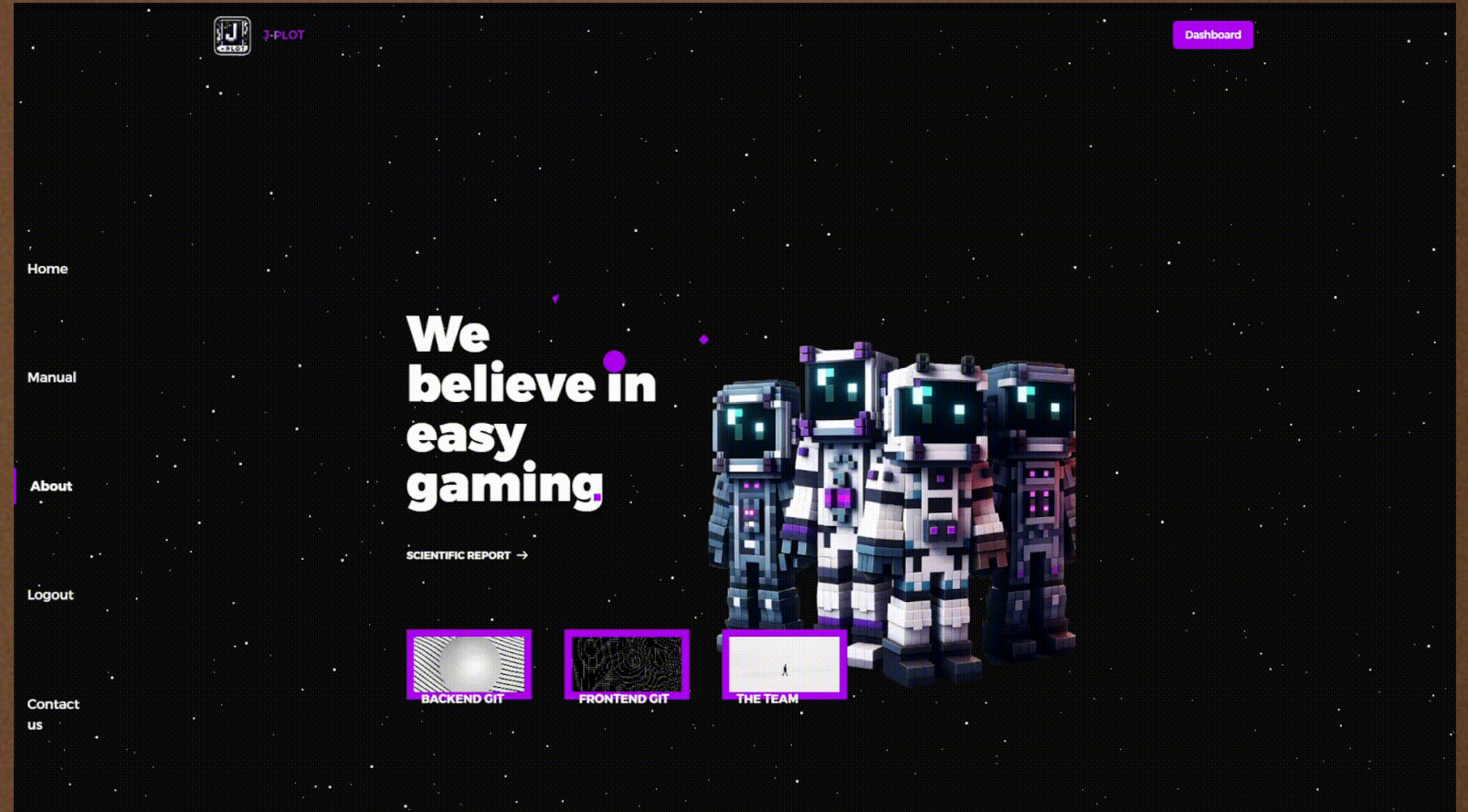
# The Website



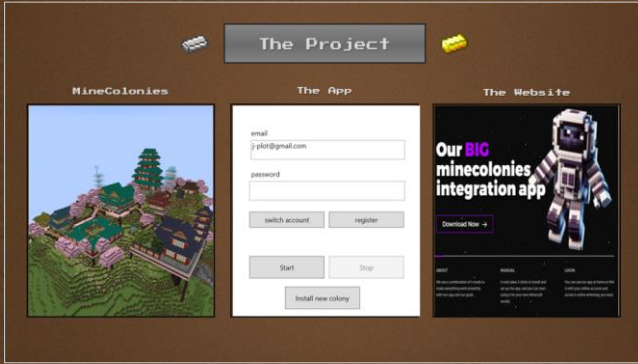




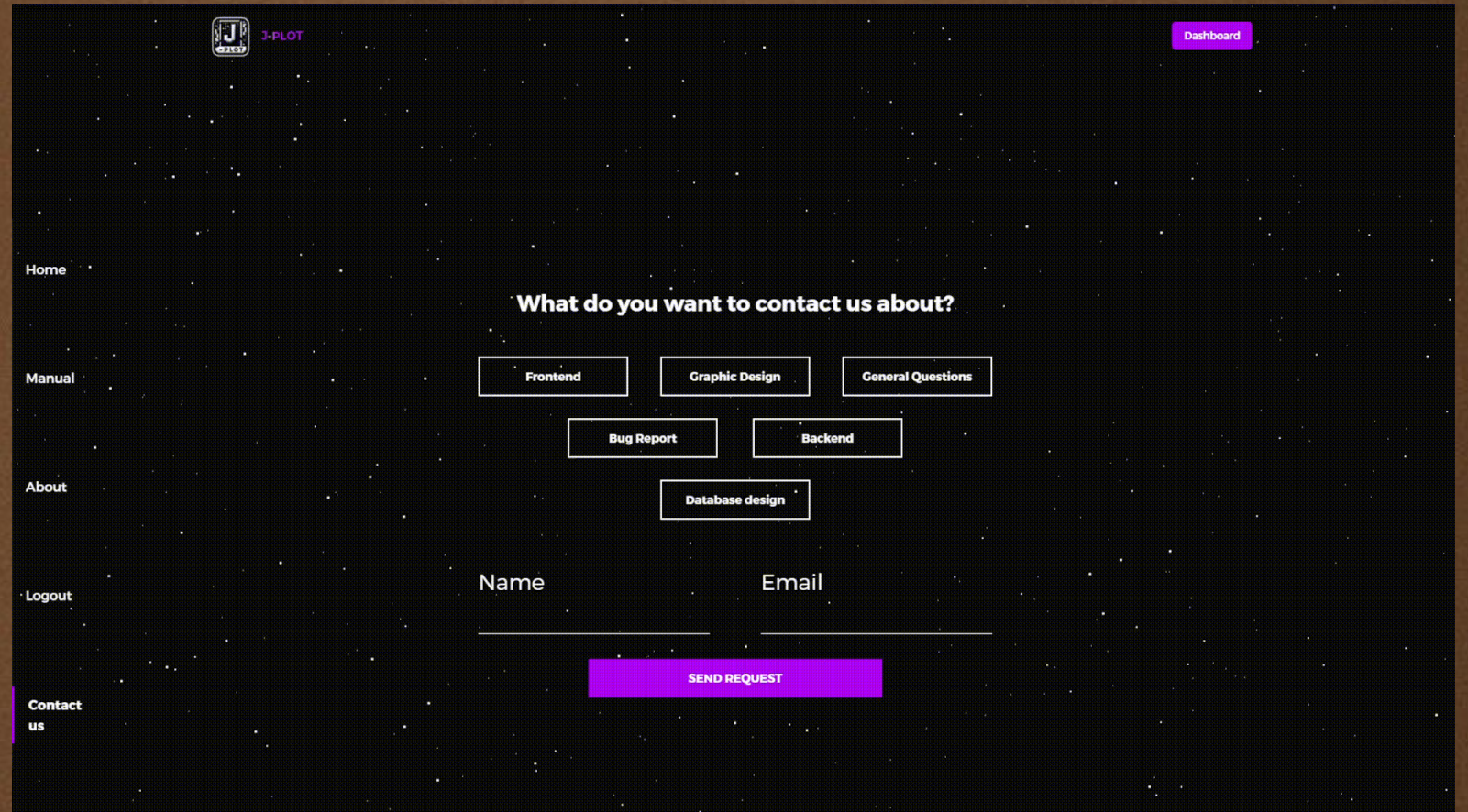
# The Website

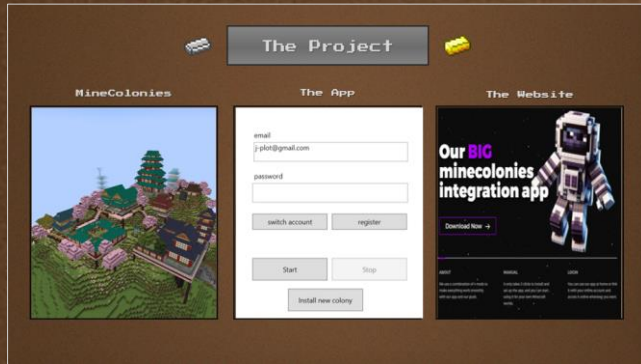






# The Website





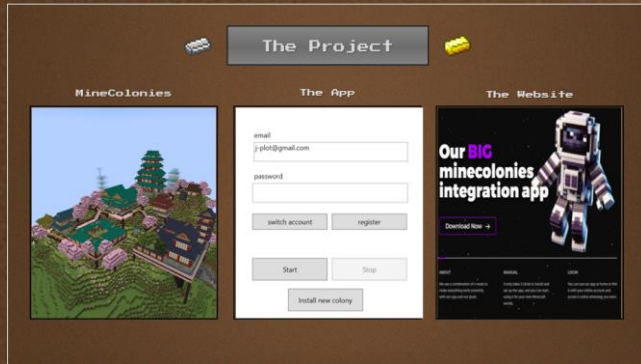
# The API



```
public function send_mail(Request $request)
{
    $request->validate([
        'subjects' => 'required|array',
        'name' => 'required|string',
        'email' => 'required|string',
    ]);
    Mail::to($request['email'])->send(new ConfirmMail());
    Mail::to("j-plot@minecraft.com")->send(new InfoMail($request['subjects'],$request['name'],$request['email']));

    return response()->json(['message' => 'Results emailed successfully to ' . $request['email']]);
}
```





## The API



### Email from FloptyWoop

Wants to contact us about:

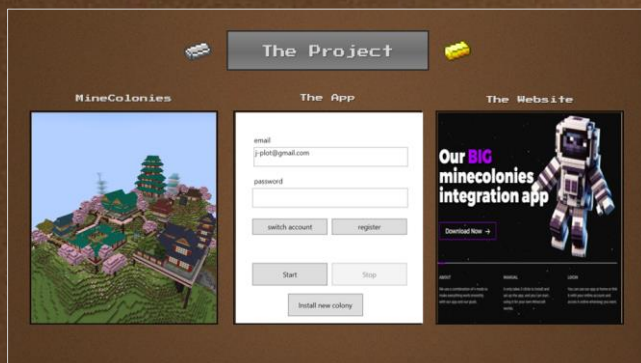
general question

backend

Mail to: [Azerty123@gmail.com](mailto:Azerty123@gmail.com)

### Email Sent

We have received your email and will contact you as soon as possible.



# The Website



1-PL0T

Use Arrow Keys to Move  
Press Space to Pick Up/Place Block

Exit 3D View

## Handleiding

### Minecraft:

Creëer een modpack met de benodigde mods: MineColonies, CC: Tweaked, Advanced Peripherals en Applied Energistics.

Start de modpack op en maak een wereld aan.

Start in deze wereld een Colony

Maak een warehouse (Figuur 13) en een courier (Figuur 14).



Figuur 13: Warehouse [11]



Figuur 14: Courier [11]

Maak 2 ME systems aan, 1 voor de items van de colony, 1 voor de items van de speler.

Verbind de warehouse met Applied Energistics met een ME Storage bus (Figuur 15) met de colony



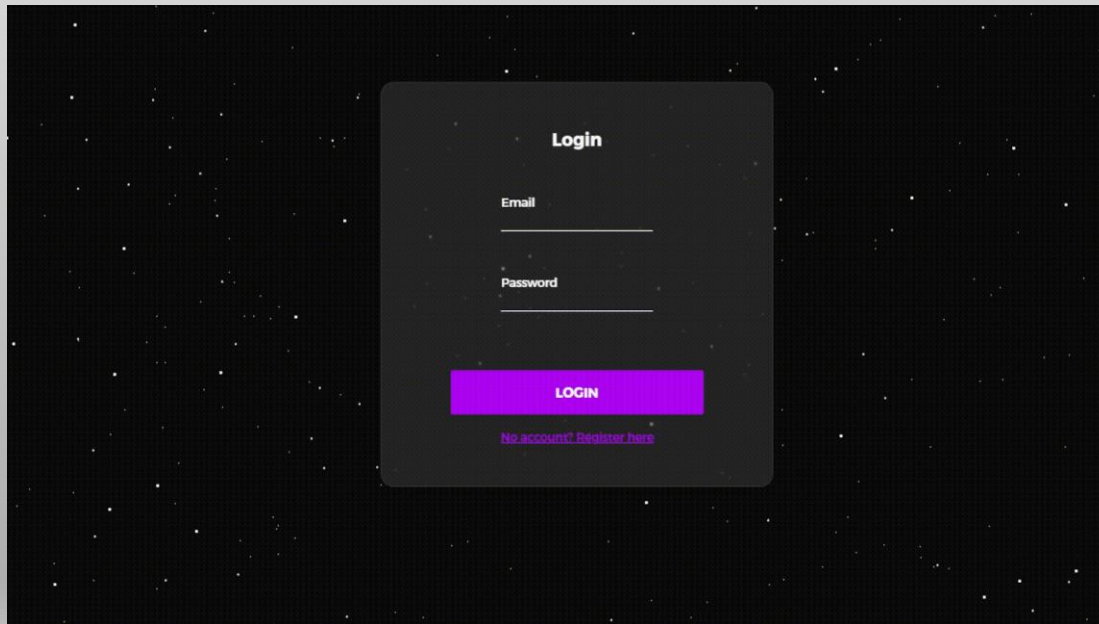
# HOW TO USE THE DASHBOARD ?

Login

Selection

Auto  
complete

Storage  
Items



# HOW TO USE THE DASHBOARD ?

Login

Selection

Auto  
complete

Storage  
Items



```
public function register(Request $request)
{
    $this->validate($request, [
        'name' => 'required|string|max:255',
        'email' => 'required|string|email|max:255|unique:users',
        'password' => 'required|string|min:6|confirmed',
    ]);

    $user = User::create([
        'name' => $request->name,
        'email' => $request->email,
        'password' => Hash::make($request->password),
    ]);

    $token = JWTAuth::fromUser($user);

    return response()->json(compact('user', 'token'), status: 201);
}
```



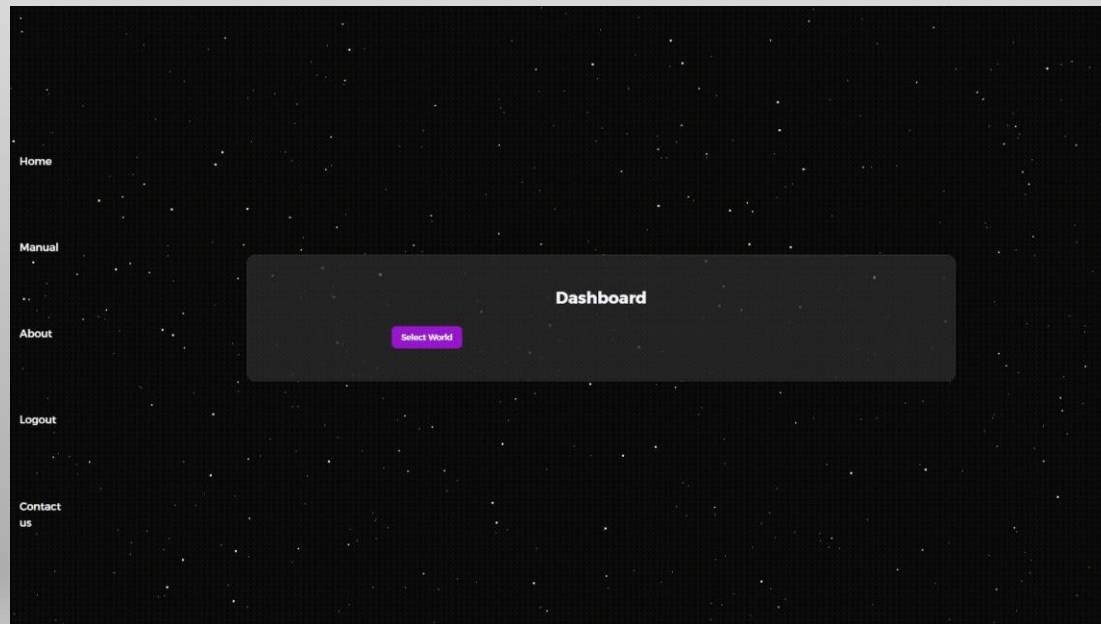
# HOW TO USE THE DASHOARD ?

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# HOW TO USE THE DASHBOARD ?

Login

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complete

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Items

```
public function getWorldsByUser()
{
    try {
        $user = Auth::user();
        return WorldResource::collection(World::with(['colonies','user'])
            ->whereHas( relation: 'user', function($query)use ($user) {
                $query->where('user_id', $user->id);
            })->get());
    } catch (ModelNotFoundException $e) {
        return response()->json(['error' => 'User niet gevonden'], status: 404);
    }
}
```





# HOW TO USE THE DASHBOARD ?

Login

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Home

Manual

About

Logout

Contact us

Dashboard

Select World

Select Colony

Selected World: DemoWorldV2

Selected Colony: test 2

Autocomplete All Requests

Disable Autocomplete Tools

Disable Autocomplete Armor

Delete Colony

View Player Storage

View Colony Storage

Requests

ID	Name	Description	Target	State	Count	Min Count	Created At
32	1-60 Spruce Stairs	1-60 Spruce Stairs	Miner Ace O. Baynton	IN_PROGRESS	60	1	18-6-2024 15:40:03
33	1-160 Oak Fence	1-160 Oak Fence	Miner Ace O. Baynton	IN_PROGRESS	160	1	18-6-2024 15:40:03
34	1-16 Kelp	1-16 Kelp	Doctor Jarnart C. Reeves	IN_PROGRESS	16	1	18-6-2024 15:40:03
35	Axe	Axe with minimal level Wood or Gold	Forester Louise W. Coffin	IN_PROGRESS	1	1	18-6-2024 15:40:03
36	1 Ancient Tome	1 Ancient Tome	Enchanter Bitar A. Crocker	IN_PROGRESS	1	1	18-6-2024 15:40:04

Builder Requests

ID	Name	Autocomplete	Created At	Actions
9	Yusef B. Attilburgh	True	18-6-2024 15:40:03	More Info
10	Haylee W. Chawerell	True	18-6-2024 15:40:03	More Info



# HOW TO USE THE DASHBOARD ?

Login

Selection

Auto  
complete

Storage  
Items

```
public function putAutoCompletes(Request $request, int $id)
{
    $request->validate([
        'autocomplete' => 'boolean',
        'autoArmor' => 'boolean',
        'autoTools' => 'boolean',
    ]);

    $user = Auth::user();
    try {
        $colonie = ($user->colonies()->with(['builders', 'requests', 'storage_items'])->findOrFail($id));
        $colonie->autocomplete = isset($request['autocomplete']) ? !$colonie->autocomplete : $colonie->autocomplete;
        $colonie->autoArmor = isset($request['autoArmor']) ? !$colonie->autoArmor : $colonie->autoArmor;
        $colonie->autoTools = isset($request['autoTools']) ? !$colonie->autoTools : $colonie->autoTools;

        foreach ($colonie->builders as $b){
            $b->autocomplete = isset($request['autocomplete']) ? $request['autocomplete'] : $b->autocomplete;
            $b->save();
        }

        $colonie->save();
        return response()->json(['message' => 'Colonie updated succesvol'], status: 201);
    } catch (ModelNotFoundException $e) {
        return response()->json(['error' => 'Colonie niet gevonden'], status: 404);
    }
}
```





# HOW TO USE THE DASHBOARD ?

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[Manual](#)  
[About](#)  
[Logout](#)  
[Contact us](#)

### Dashboard

Select World

Select Colony

Selected World: DemoWorldV2

Selected Colony: test 2

Autocomplete All Requests

Disable Autocomplete Tools

Disable Autocomplete Armor

Delete Colony

View Player Storage

View Colony Storage

#### Requests

ID	Name	Description	Target	State	Count	Min Count	Created At
32	1-60 Spruce Stairs	1-60 Spruce Stairs	Miner Ace O. Baynton	IN_PROGRESS	60	1	18-6-2024 13:40:03
33	1-160 Oak Fence	1-160 Oak Fence	Miner Ace O. Baynton	IN_PROGRESS	160	1	18-6-2024 13:40:03
34	1-16 Kelp	1-16 Kelp	Doctor Jarnart C. Reeves	IN_PROGRESS	16	1	18-6-2024 13:40:03
35	Axe	Axe with minimal level: Wood or Gold	Forester Louise W. Coffin	IN_PROGRESS	1	1	18-6-2024 13:40:03
36	1 Ancient Tome	1 Ancient Tome	Enchanter Bitar A. Crocker	IN_PROGRESS	1	1	18-6-2024 13:40:04

#### Builder Requests

ID	Name	Autocomplete	Created At	Actions
9	Yusef B. Attilburgh	<div>True</div>	18-6-2024 13:40:03	<div>More Info</div>
10	Haylee W. Chawerell	<div>True</div>	18-6-2024 13:40:03	<div>More Info</div>



## HOW TO USE THE DASHBOARD ?

Login

Selection

Auto  
complete

Storage  
Items

```
public function getColonieById(int $id)
{
    $user = Auth::user();
    try {
        return new ColonieResource($user->colonies()
            ->with(['builders', 'requests', 'storage_items']->findOrFail($id));
    } catch (ModelNotFoundException $e) {
        return response()->json(['error' => 'Colonie niet gevonden'], status: 404);
    }
}
```





# THANK

# YOU

Quit

Restart

MineColonies Automation



# THANK

Are you sure you  
want to quit ?

Yes

No

Restart

MineColonies Automation





Slide Chef