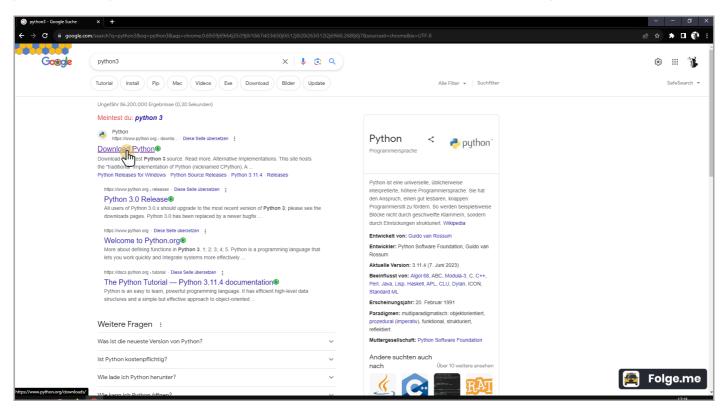
Guide to	making ow	n lootbox c	latapack	

1

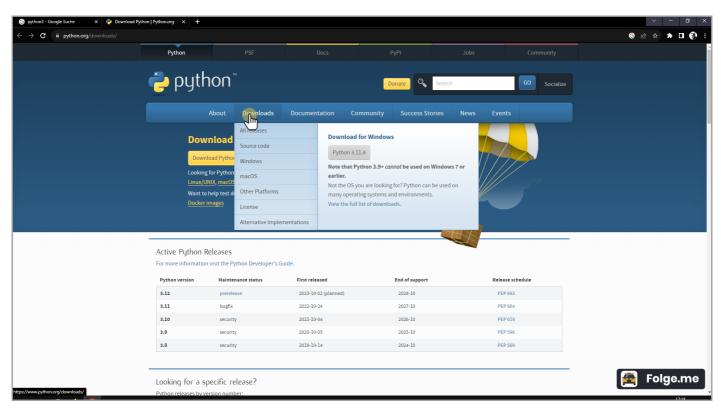
Install python

Type in google python. Click the first result, make sure the url is along the lines www.python.org



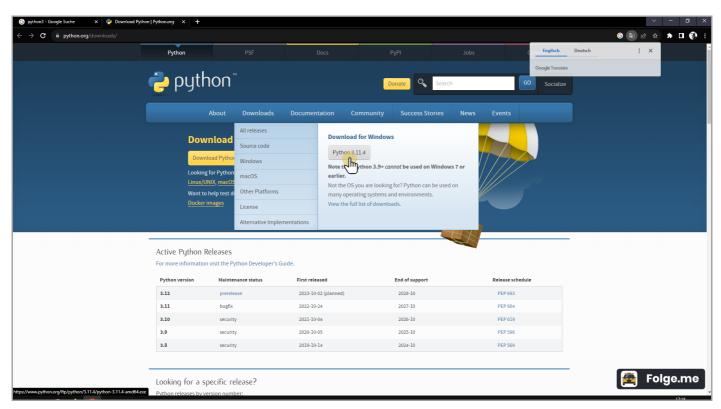
1.1 Navigate to downloads

Navigate to downloads on the website.



1.2 Download python

Make sure to grab the right version, and for the right machine.

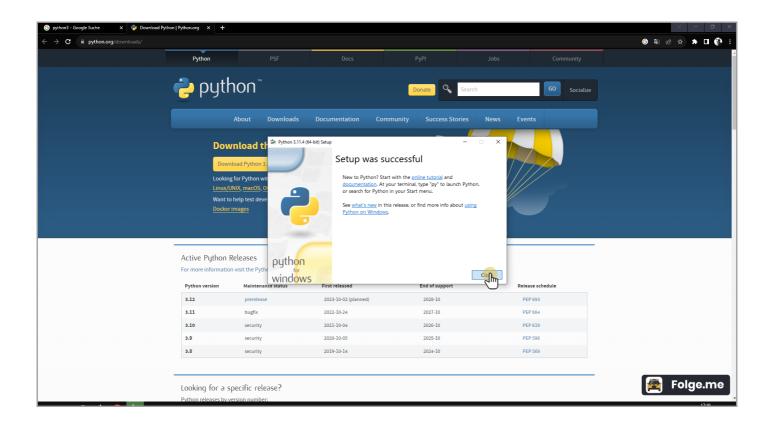


1.3 Install python

python is needed if you want to customize your own pack.

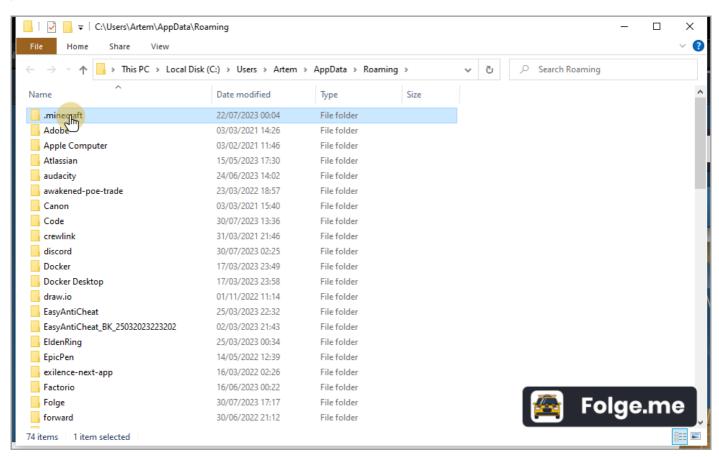


1.4 Finish Installing

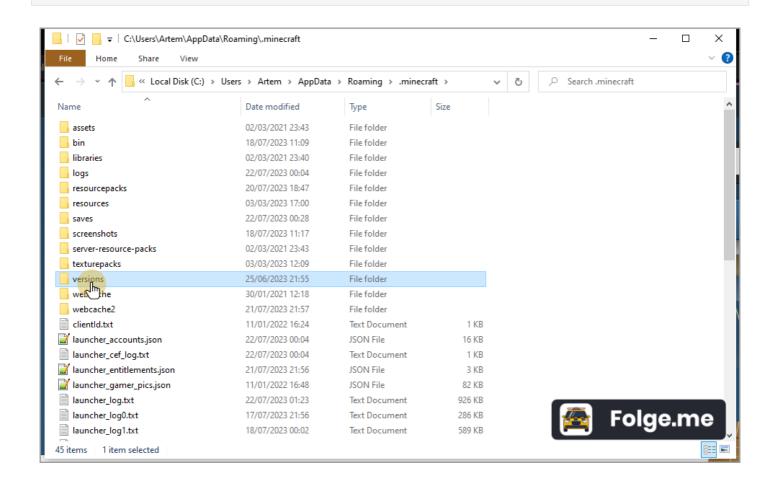


2 %appdata%

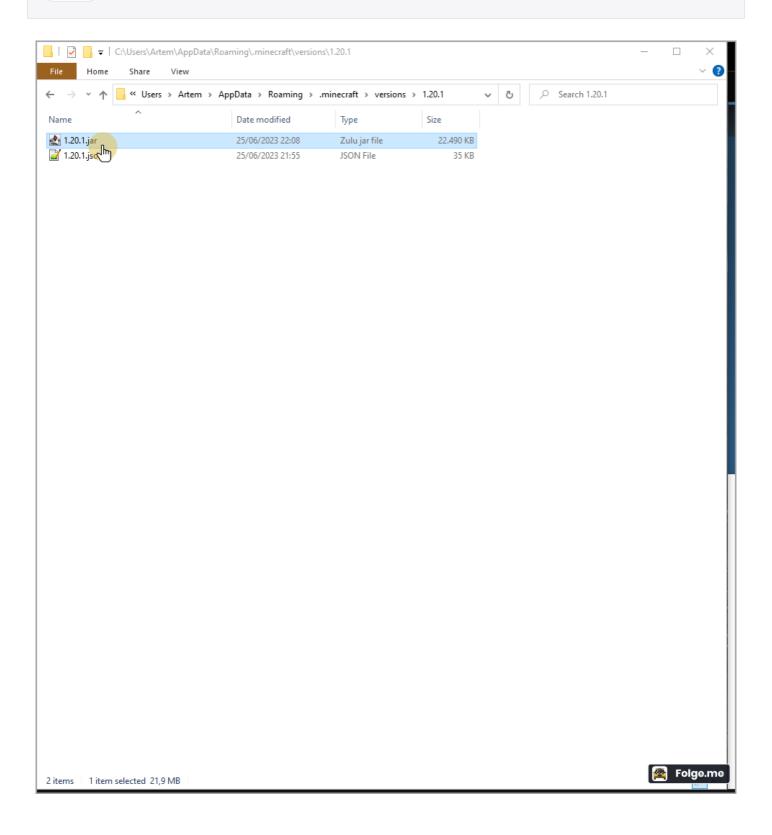
Type in Windows search bar %appdata% and click .minecraft



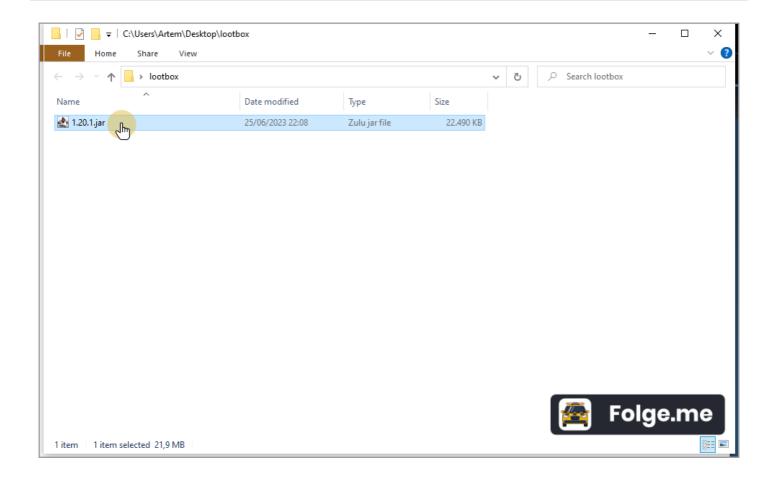
2.1 Navigate to versions



2.2 Copy .jar file

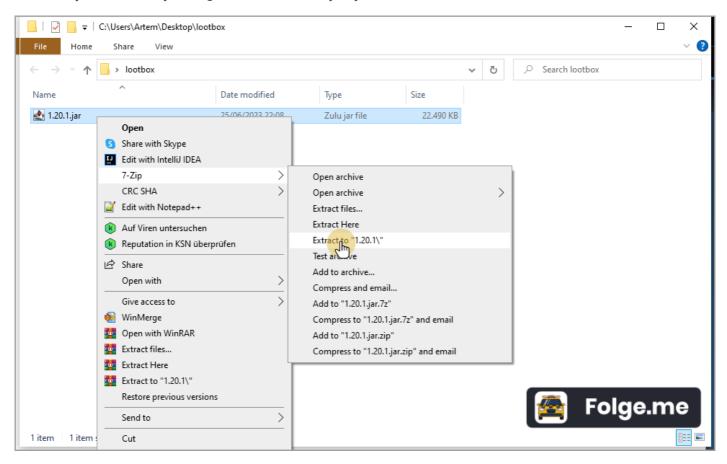


2.3 Paste into some folder

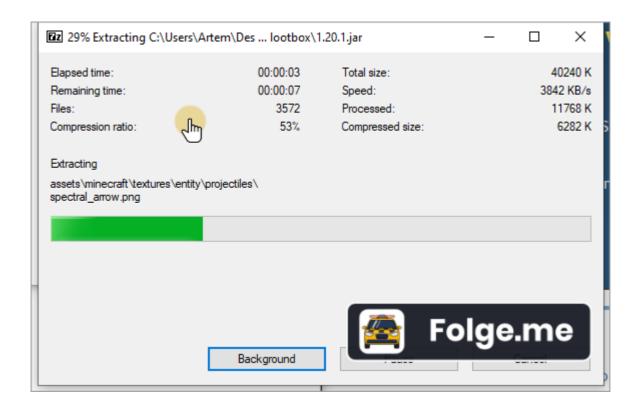


2.4 Unpack the file

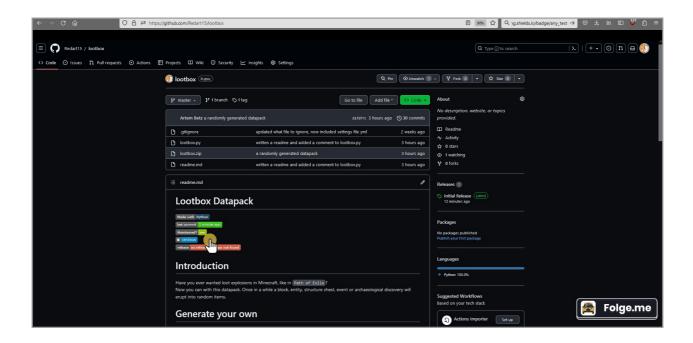
Jar files are just fancy zip files and as such can be unpacked. Strickly speaking unpacking is not nessesary, however if you read this, you might want to do it anyways.



2.5 This will take a sec



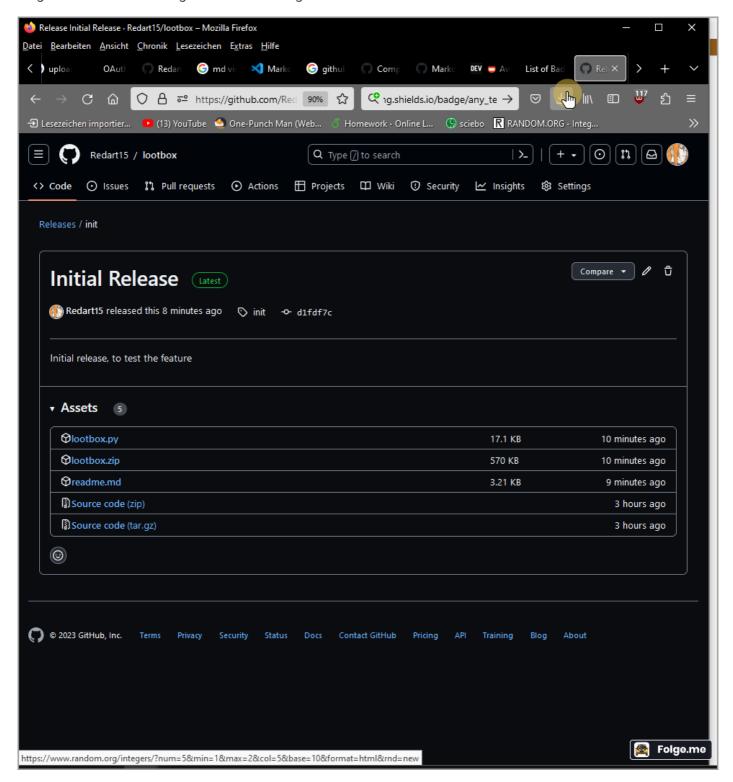
3 Downloading datapack



3.1 Go to release

Here you want to download either lootbox.py or Source code.

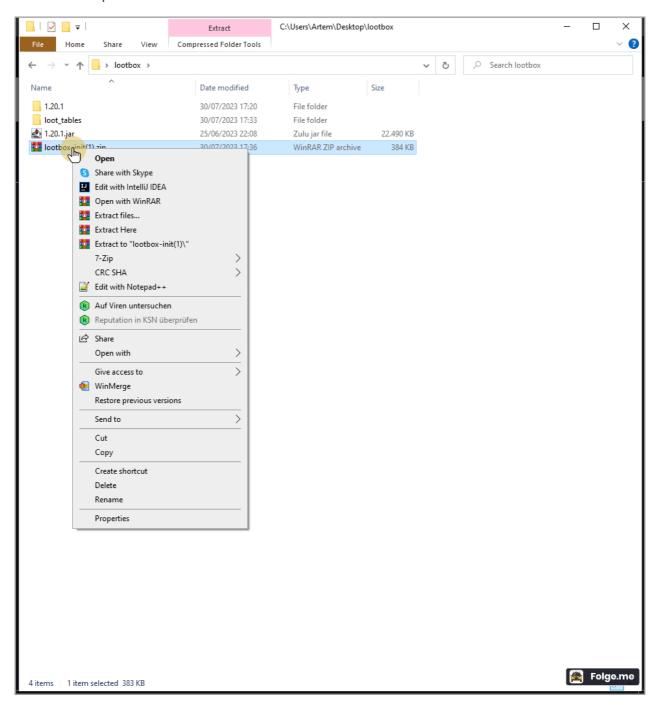
The guide will be continuing with downloading Source code



3.2 Move to folder

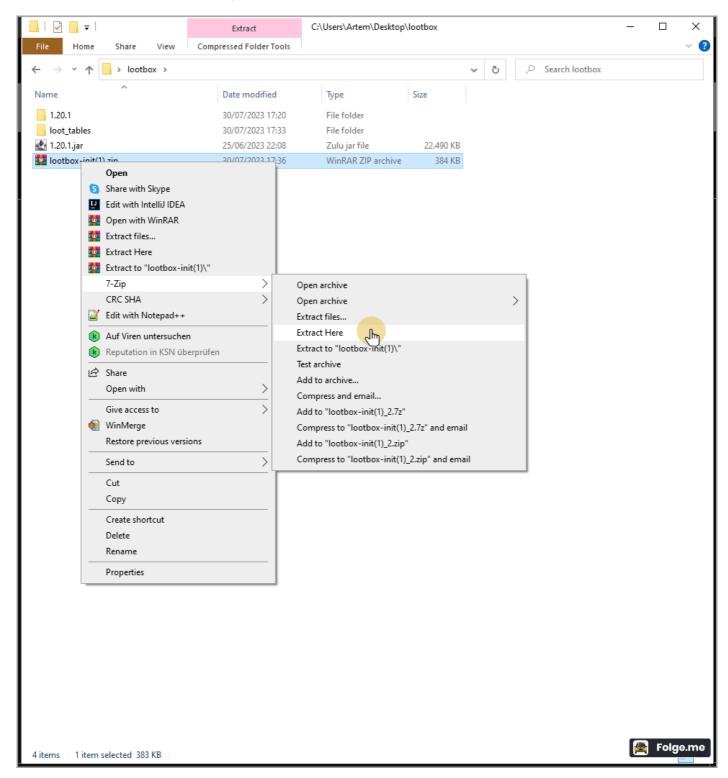
Some steps where changed in order, so don't panic if your folder does not like like this important are the following files:

- 1. 1.20.1.jar (versions may differ)
- 2. 1.20.1 folder (versions may differ)
- 3. lootbox-init.zip



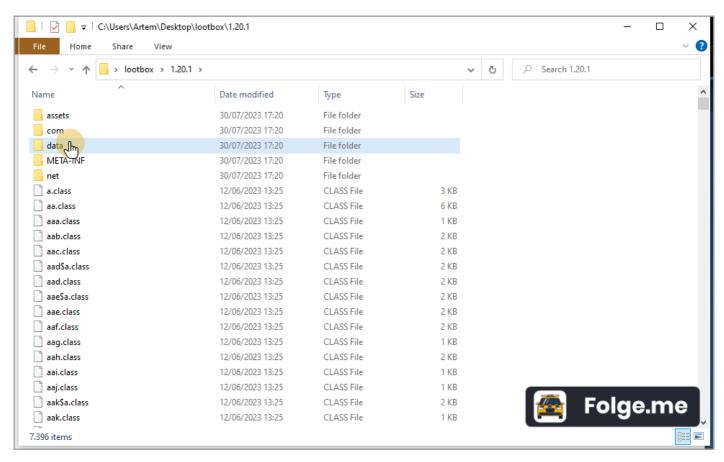
3.3 Unpack lootbox-init

Again the version of the .zip file maybe different, make sure to download the lates version.

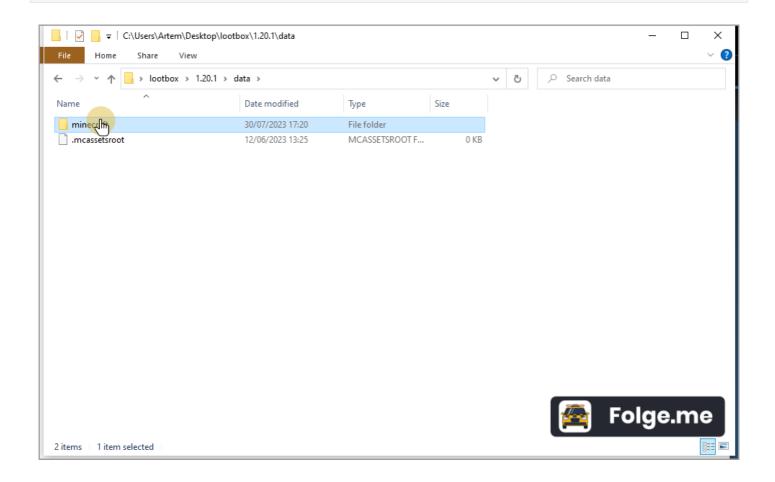


4 Getting loot_tables

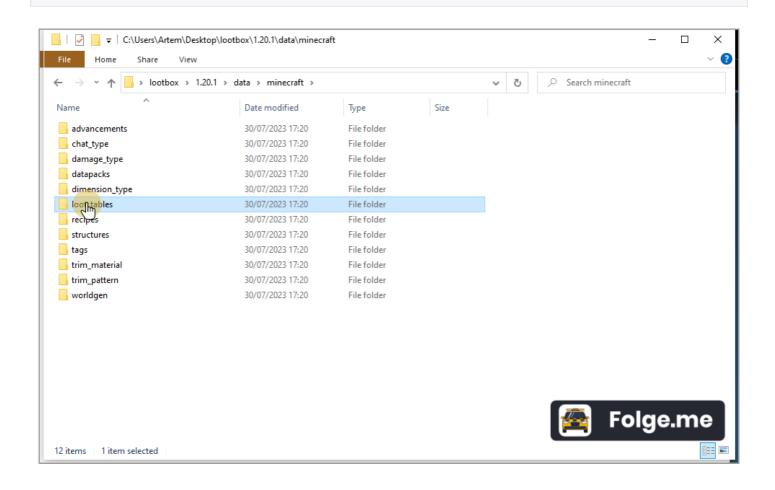
Open the folder 1.20.1 ad click on data



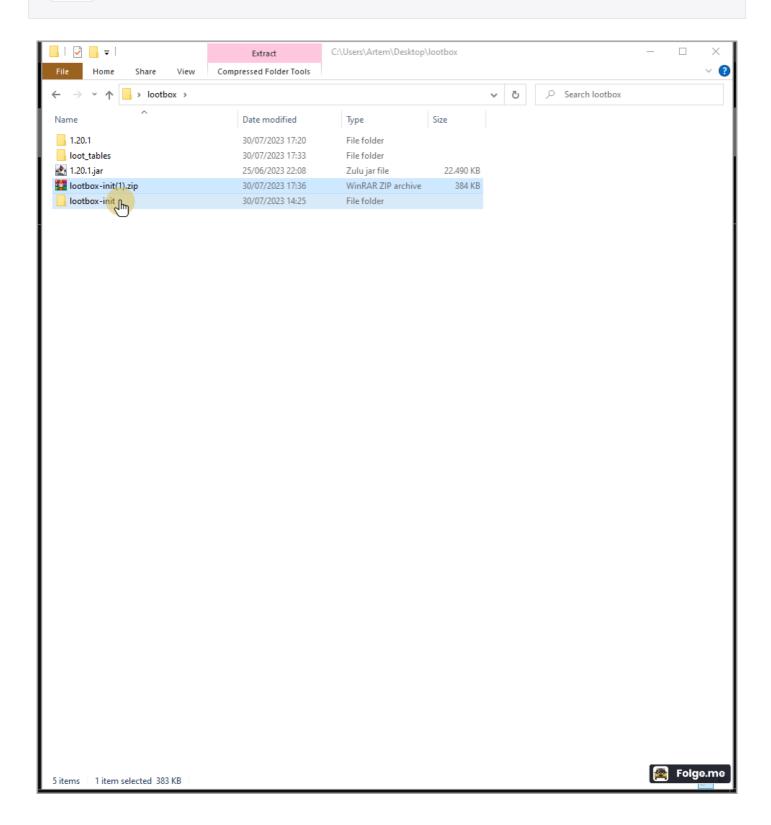
4.1 Navigate to minecraft



4.2 Copy loot_tables

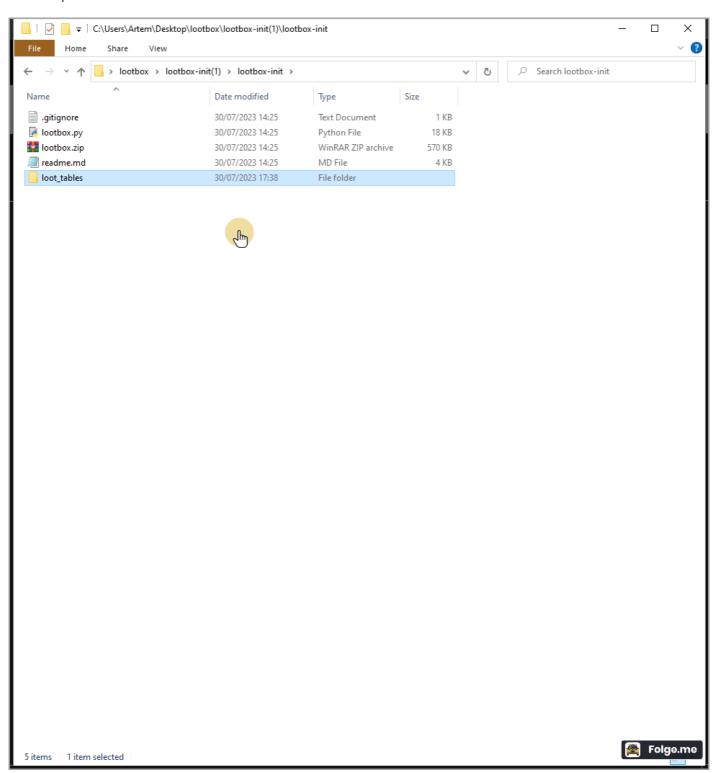


4.3 Click lootbox-init

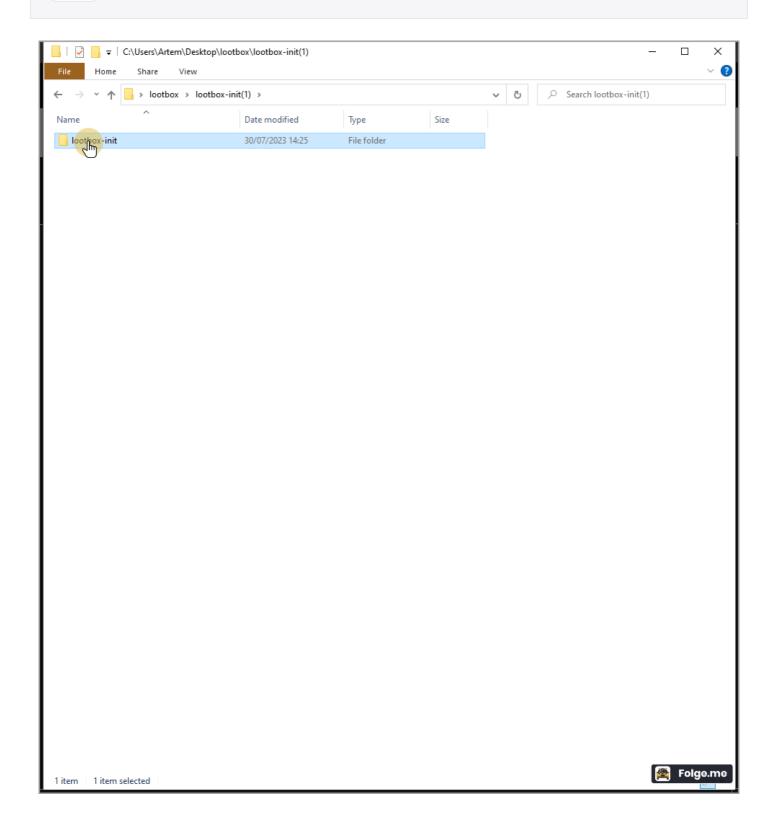


4.4 Paste loot_tables

This is important otherwise i wont work.

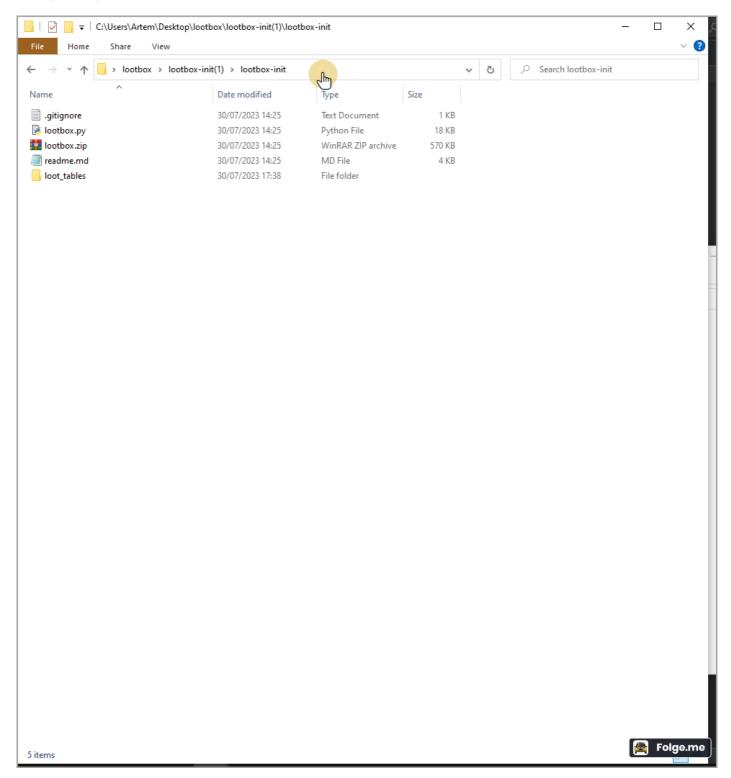


4.5 Click lootbox-init



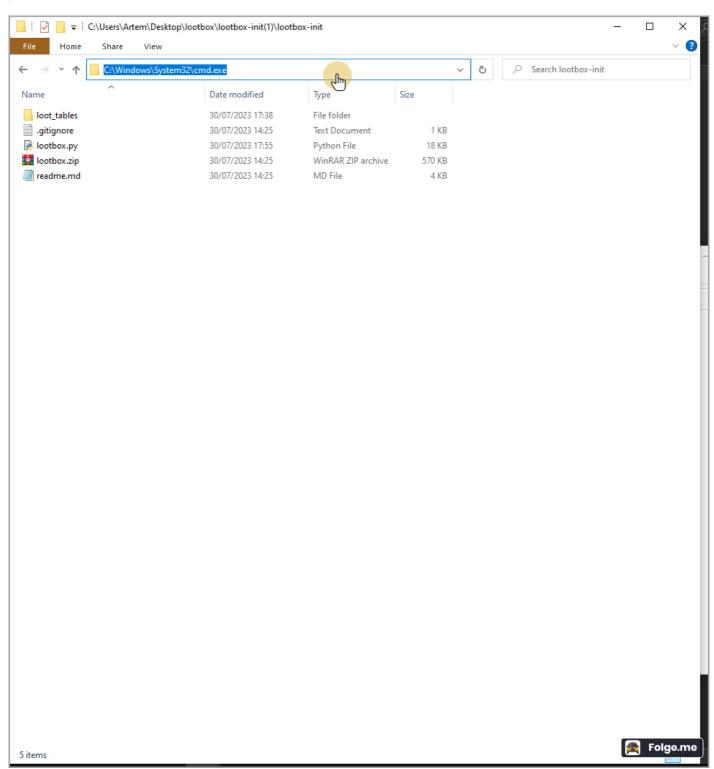
5 Should look something like this

Keen eyes maybe have spotted this guide beeing absent, here have some cookie



6 Building Datapack

Type in the adress bar **cmd** and hit enter.



6.1 Hello World

If you see the terminal than you almost done.



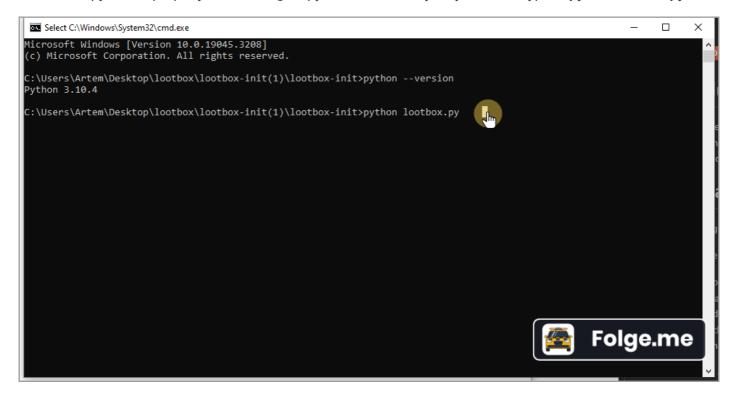
6.2 Verify python installation

type in the terminal **python** --version



6.3 Generate Settings.json

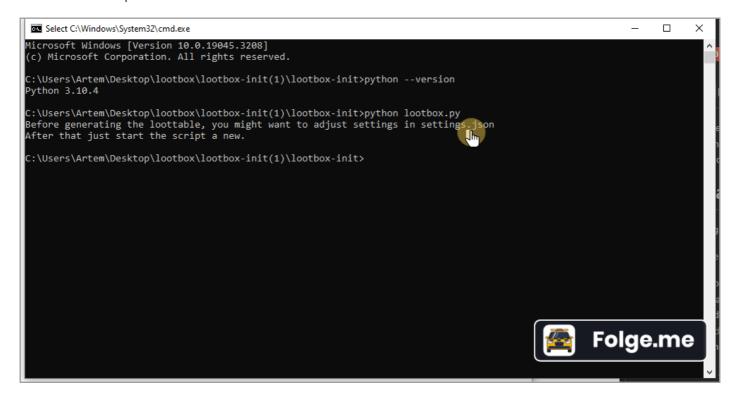
Now we see python is properly installed, again python version may vary. Now we type in python lootbox.py



6.4 Setting generated

If everything was successfull it will notify you in terminal and new file in the folder has appeared called setting.json.

We now want to open it.



6.5 Settings

The file will look like this. I will now go over every setting and explaint them.

version: this is the version the datapack is designed for. As of making this guide the current version is 1.20 whice is represented as version 15. Here is just a typo.

Type: Integer

box count: this number indicated how many different loottables for the lootboxes will be generated

Type: Integer

chance: how common the loot explosions are.

Type: Decimal

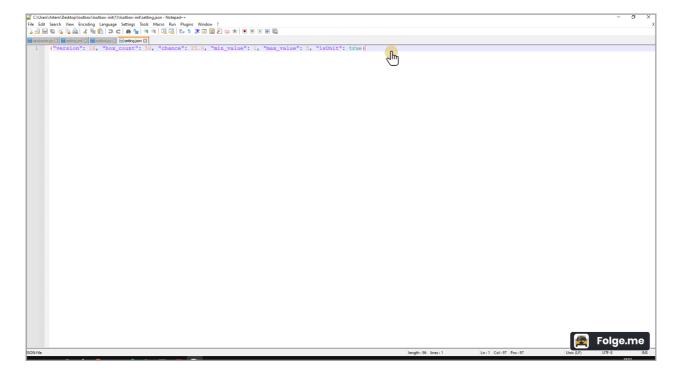
min & max: how many items are drops when a loot explosion happens

Type: Integer

isUnit: some loot tables consist of many different items, if this is set **True** that all the items of the same loot tables will be in the same box.

Type: True/False

Make sure to save ater editing. You will be notified in the terminal if something went wrong. Than simply delete setting.json and repeat it the previous steps again.



6.6 Build your own datapack

Once you have saved settings you now can type in **python lootbox.py** followed by your seed, here **69** was used. Again make sure to weite it correctly as I have failed to do so the first time.

Enjoy the datapack.

