**Creating a redistributable MOD file**

1. Go to C:\dev\eclipse\forge-1.10.2-12.18.1.2011-mdk\ (or wherever the source code for forge is located), and locate the build.gradle file.
2. Edit the build.gradle file, specifically, the “version” file around line 20 should be bumped up to be one more than whatever we did last time. For example, “1.10-0.5”.
   1. Note that “group” should be “superdopesquad.superdopejedimod”
   2. Note that “archivesBaseName” should be “superdopejedimod”
3. HACK (make elegant later): grab all the source code from two particular folders, and copy it into this local eclipse environment, so the build command can find it.

|  |  |
| --- | --- |
| SOURCE: | C:\dev\SuperDopeJediMod-mc\SuperDopeJediMod\src\superdopejedimod\\*.\* |
| DESTINATION: | C:\dev\eclipse\forge-1.10.2-12.18.1.2011-mdk\src\main\java\superdopesquad\superdopejedimod\ |
| SOURCE: | C:\dev\SuperDopeJediMod-mc\SuperDopeJediMod\src\resources\\*.\* |
| DESTINATION: | C:\dev\eclipse\forge-1.10.2-12.18.1.2011-mdk\src\main\resources\ |

1. Go back to the root of the forge-src folder, and open a command prompt (by shift-clicking the contents of the folder and selecting “open command window here”
2. Type in command: gradlew build
3. Compiled MOD will be here: <forge-src>\build\libs. Right-click, [Copy] the file.
4. Test it locally, by putting it in the %appdata%/.minecraft/mods folder, and running Minecraft with the same version of Forge selected in the profile dialog.

**Create the new version of Minecraft Server**

1. From files.minecraftforge.net, download the Installer-Win file.
2. Run the installer, and choose to install the server in c:\temp.
3. You should have 3 files/folders that are of note:
   1. Forge-1.10.2-12.18.1.200-universal.jar
   2. Minecraft\_server.1.10.2.jar
   3. Libraries folder
4. Rename the “Forge-1.10.2-12.18.1.200-universal.jar” to “custom.jar”

**Configure the Server**

1. Get an FTP Client. I like FileZilla.
2. Connect via FTP to our Minecraft server: 192.169.44.13:2121 : xxUserNamexx : xxPasswordxx
3. Upload the Minecraft Server files to the root of the Minecraft hosting environment:
   1. Custom.jar
   2. Minecraft\_server.1.10.2.jar
   3. Libraries folder
4. Upload the new mod version to the remote /mods folder. Delete old versions if they are there.
5. Go to the admin panel of our server: <https://minecraftserver.net/panel/index.php?r=server/view&id=9910> : xxUserNamexx : xxPasswordxx
6. Hit the [Stop] button to stop the server.
7. Hit the [Start] button to restart the server.
8. Flip over to the Console tab, and make sure the server reboots successfully. If it does not, contact other members of the team to communicate that something bad happened and you just broke our server.

**Update Clients**

1. Make sure all connecting clients have Minecraft Forge installed. Needs to be the same version.
2. Install the mod in the %appdata%/.minecraft/mod folder of each connecting client. You should find this in the github repo, in the \bin directory.
3. Boot up MineCraft.
4. From the Profile dropdown, make sure you select a profile that matches the version of Forge you want.
5. Click the [Play] button.
6. Click on [Multiplayer] button.
7. Connect to the following server: server1.superdopesquad.com

Ta-da! You are in.