

Java 專案 (Minecraft Fabric Mod)

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引言

在學習完基本的 **Java** 語法和知識後
我們可以透過做專案來檢測自己的實力
並學習到更多無法只透過投影片和練習題學習到的東西
因此接下來我們會製作一個自己的 **Minecraft 模組(mod)**

範例模組版本：

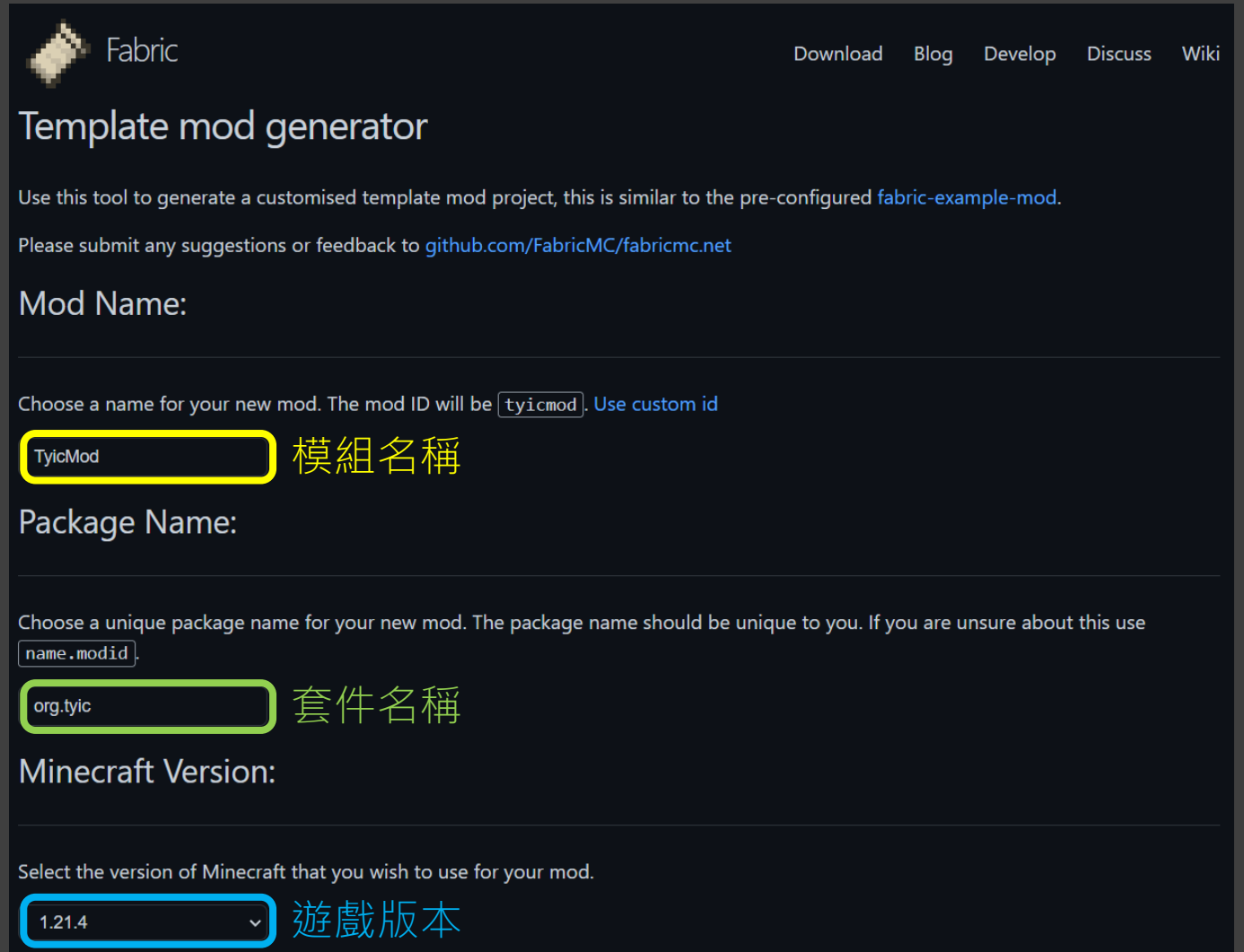
Minecraft 版本：Java Edition 1.21.4 with Fabric

JDK 版本：Java SE 21 以上

準備工作

首先至 **Fabric template mod generator** 網站
(<https://fabricmc.net/develop/template/>)

將**模組名稱**和**套件名稱**填入
並選擇想要的**遊戲版本**
本教學以 **1.21.4** 為例
不同版本模組寫法會有差異



The screenshot shows the 'Fabric Template mod generator' website. At the top, there's a navigation bar with links for 'Download', 'Blog', 'Develop', 'Discuss', and 'Wiki'. The main heading is 'Template mod generator'. Below it, a description states: 'Use this tool to generate a customised template mod project, this is similar to the pre-configured fabric-example-mod. Please submit any suggestions or feedback to github.com/FabricMC/fabricmc.net'. The form has three main sections: 1. 'Mod Name:' with a text input field containing 'TyicMod' (highlighted with a yellow box) and a label '模組名稱' to its right. 2. 'Package Name:' with a text input field containing 'org.tyic' (highlighted with a green box) and a label '套件名稱' to its right. 3. 'Minecraft Version:' with a dropdown menu showing '1.21.4' (highlighted with a blue box) and a label '遊戲版本' to its right. Instructions for each field are provided: 'Choose a name for your new mod. The mod ID will be `tyicmod`. Use custom id' for the Mod Name; 'Choose a unique package name for your new mod. The package name should be unique to you. If you are unsure about this use `name.modid`' for the Package Name; and 'Select the version of Minecraft that you wish to use for your mod.' for the Minecraft Version.

準備工作

將 **Data Generation**
和 **Split client**
and **common sources**

兩個選項勾選

接著點選下方的

Download Template

就會下載模組樣本

將模組樣本解壓縮

再使用 **IntelliJ IDEA**

開啟該專案即可

Advanced Options:

☐ Kotlin Programming Language

Kotlin is an alternative programming language that can be used to develop mods. The [Fabric Kotlin language adapter](#) is used to enable support for creating Fabric Kotlin mods.

☐ Mojang Mappings

Use Mojang's official mappings rather than Yarn. Note that Mojang's mappings come with a usable yet more restrictive license than Yarn. Use them at your own risk.

☒ Data Generation

This option configures the [Fabric Data Generation API](#) in your mod. This allows you to generate resources such as recipes from code at build time.

☒ Split client and common sources

A common source of server crashes comes from calling client only code when installed on a server. This option configures your mod to be built from two source sets, client and main. This enforces a clear separation between the client and server code.

 **Download Template (.ZIP)**

For setup instructions please see the [fabric wiki page](#) that relates to the IDE that you are using. This template is available under the CC0 license. Feel free to learn from it and incorporate it in your own projects.



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