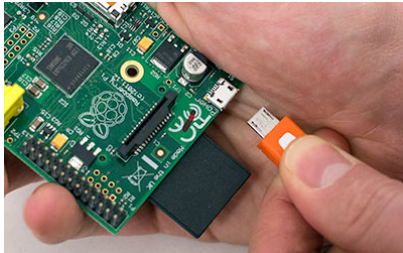




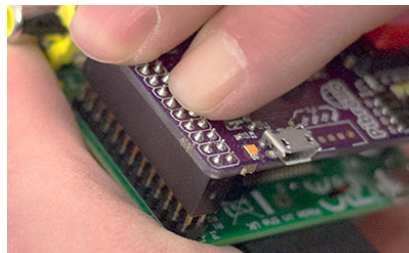
MINECRAFT TELEPORTING

Teleporting Steve around the world with a bit of Python knowhow and a Pibrella

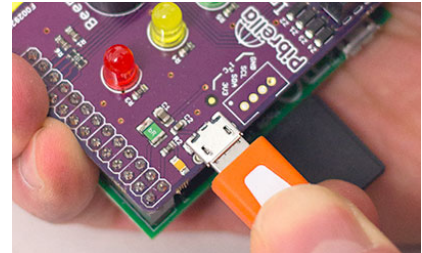
INSTALLATION



Remove the power from the Raspberry Pi



Press the Pibrella firmly on to the Raspberry Pi GPIO



Reconnect the power to the Raspberry Pi

Start a terminal and update the operating system

```
pi@raspberrypi ~ $ sudo apt-get update && sudo apt-get upgrade
```

Install Python-pip and then install the pibrella libraries

```
pi@raspberrypi ~ $ sudo apt-get install python-pip && pip install pibrella
```

Use wget to download the demo code from Github

```
pi@raspberrypi ~ $ wget https://github.com/lesp/Pibrella_Minecraft_Teleporter/blob/master/teleporter.py
```

Start the IDLE Python programming environment and load the downloaded file. The example code is also listed overleaf.

TELEPORTING

Start Minecraft and either create a new world or load a previously created one.

In IDLE, press F5 and wait a few seconds.

Once back in Minecraft press the red button on the Pibrella.....

....Hey Presto...Minecraft Steve has been teleported!



MINECRAFT TELEPORTING

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Minecraft Steve teleportation code

https://github.com/lesp/Pibrella_Minecraft_Teleporter/blob/master/teleporter.py

```
import pibrella
#Import the Pibrella module so that we can play with it
import time
#We are now masters of time, like Doctor Who, but with a far smaller budget
import mcpi.minecraft as minecraft
#We import the Minecraft module so that we can use it in Python
from random import randint
#From the random module we import the randint function which can choose a random number

mc = minecraft.Minecraft.create()
#We create a connection between Python and the Minecraft game world.

#We define a function and call it button_changed
def button_changed(pin):
    pibrella.buzzer.success()
    #Plays a jaunty little tune using the Pibrella buzzer
    pos = mc.player.getPos()
    #Stores the X,Y,Z position of the player as a variable called pos
    teleport = randint(1,100)
    #Stores a random integer between 1 and 100 in a variable called teleport
    mc.player.setPos(teleport,teleport,teleport)
    #We change the X,Y,Z position of the player to the value stored in the variable teleport
    mc.postToChat("ENERGIZE")
    #We post some Star Trek reference..cos that's cool right?

pibrella.button.changed(button_changed)
#This waits for a button press and when detected it runs the button_changed function.
```