

Minecraft Modding

Setting up an MC Modding Machine

Adapted from [Minecraft Modding with Forge](#) by Arun Gupta & Aditya Gupta



Outline

- ❖ Downloading and Installing Tools
 - Java Development Kit
 - Minecraft Forge
 - Eclipse
- ❖ Setting Up Forge in Eclipse
- ❖ Setting Up a Forge Workspace

Downloading & Installing Tools

Get Latest Java

<http://bit.ly/TEA7iC>

Download the correct Java 8 for your machine

Once downloaded, open the zip to complete the installation

- ❖ Check the correct java version
 - `$ java -version`
 - Java version “1.8.0_131”

Get Mod-Building Tool: Minecraft Forge

<http://files.minecraftforge.net/>

The mods in the O'Reilly book originally work with Forge 1.8

- ❖ Under the drop-down menu, select 1.8.9
- ❖ Under “Download Latest” click the Mdk link
- ❖ WAIT ~5 SECONDS, then click Skip Ad in the upper-right corner to download the ZIP file

Get Eclipse IDE

<http://www.eclipse.org/downloads/>

Download the correct Eclipse for your machine (should automatically do this for you)

Eclipse IDE for Java Developers

- ❖ Eclipse is an *integrated development environment (IDE)*
 - Any IDE is a development tool used to edit files, package and run files, and help you find and fix the errors found within those files.
 - You will use Eclipse to edit files, make new ones, and run the game to test them.

Setting Up Forge in Eclipse

Before Creating Mods

Type these series of commands below in your Command Prompt or Terminal window:

```
$ cd Desktop
```

```
$ mkdir forge
```

```
$ cd forge
```


Setting Up Forge in Eclipse CONTINUED

Now, move (or extract) the downloaded forge file into this newly created directory.

Change to that directory by using the `cd forge` command (in command prompt or terminal).

You can check the contents of the directory you are currently in:

- ❖ On Windows: `$ dir`
- ❖ On Mac: `$ ls`

```
[techem-mb-4:forge te-admin$ ls  
forge-1.8.9-11.15.1.1902-1.8.9-mdk  
[techem-mb-4:forge te-admin$ cd forge-1.8.9-11.15.1.1902-1.8.9-mdk/  
[techem-mb-4:forge-1.8.9-11.15.1.1902-1.8.9-mdk te-admin$ ls  
CREDITS-fml.txt  
LICENSE-fml.txt  
MinecraftForge-Credits.txt  
MinecraftForge-License.txt  
Paulscode IBXM Library License.txt  
Paulscode SoundSystem CodecIBXM License.txt  
README.txt  
bin  
build  
build.gradle  
eclipse  
forge-1.8.9-11.15.1.1902-1.8.9-changelog.txt  
forge-1.8.9-11.15.1.1902-1.8.9-mdk_Client.launch  
forge-1.8.9-11.15.1.1902-1.8.9-mdk_Server.launch  
gradle  
gradlew  
gradlew.bat  
run  
src  
techem-mb-4:forge-1.8.9-11.15.1.1902-1.8.9-mdk te-admin$
```

Setting Up a Forge Workspace

Command to Set Up Forge

- ❖ On Windows: `gradlew setupDecompWorkspace eclipse`
- ❖ On Mac: `./gradlew setupDecompWorkspace eclipse`

The above command will download the required files on your computer and prepare the directory for modding.

The length of this process will depend on your computer's speed and internet connection.

If all goes well, you should see:

BUILD SUCCESSFUL

If not, open the gradlew.bat file in Notepad ++ → `DEFAULT_JVM_OPTS = -Xmx1024m`

Select a Directory as Workspace

- ❖ Install Eclipse (by opening the Eclipse file you downloaded earlier)
- ❖ Launch Eclipse
- ❖ Under Workspace launcher:
 - Click Browse... navigate to the forge directory you just made. Select the eclipse folder inside by clicking it once, click Open, then Click OK.

Project details are stored in a workspace. This is so you can work on your mods in one place.

