

4H Programming

#step 1: have a gmail address or github account

1. You need to know your password.
2. once you know your account user name and password, go to:

<https://www.magikcraft.io/>

Click "try it now!"

When it comes up with "login", choose github or google and follow the instructions.

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```
-----  
#step 2: create 1 spell  
-----
```

When you are logged into magikcraft, click "Editor"

A page will come up that says "My Spells"

Click "new"

A box will appear on the right with this text in it:

```
-----  
const magik = magikcraft.io  
  
function main() {  
  
}  
-----
```

You should add one line of trashtalk in the function, like this below. You can say what you want, but keep it PG.

```
-----  
const magik = magikcraft.io  
  
function main() {  
    magik.dixit("I'm the best!")  
}  
-----
```

click "Save trashtalk" at the bottom right.
Make sure it saves. sometimes it's a little wonky.
if it doesn't save, reload the page, retype, and click save.

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#step 2: have minecraft java edition on your computer

Inside minecraft, under "installations," makes sure you have minecraft 1.14.4. If you don't have it, click "new" and choose it from the list. You can name it "magikcraft 1.14.4"

Once you have that, click on that and choose play.

When the app loads, choose "multiplayer"

click "Add Server"

For the name type "Magikcraft 1.14.4"

For the address, type "play.magikcraft.io"

Then click on the server and enter the game.

The first time you enter the magikcraft universe,
after a minute, a message will come up that says
"enter the chat and click this link"

You should press "T" to enter the chat and click the link.
That will connect your account to your spells.

Once you have connected your account, you may have to
exit the magikcraft universe for a minute and then re-enter
in order to see your spells.

Type /spells to see your spells.

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More spells

#fireball

const magik = magikcraft.io;

function main(num){

 magik.dixit("here comes " + num + "fireballs!")
 magik.infierno(num);

}

#magikcarpet

const magik = magikcraft.io;

magik.declaro('elytra');

#blink

const magik = magikcraft.io

function main() {
 const there = magik.aspecto();
 magik.ianuae(there);
}

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#speak

const magik = magikcraft.io;

```
function main(word1="", word2="", word3="", word4="", word5=""){  
    magik.dixit(word1 + " " + word2 + " " + word3 + " " +  
word4 + " " + word5)  
}
```

#more spells located here:

#browse and try some.

<https://github.com/jwulf/magikcraft-spells--jwulf/>