

Exporting Your Mod

Posted on July 9, 2018

At this point, we've added a bit of content into the game, and you may be wanting to export your mod so that you can use it outside of Eclipse. This process is a little bit more complicated than exporting as a JAR file through Eclipse's tools.

First, we need to edit a few of the files in your mod directory. Let's start with `.gitignore`. This file isn't necessary for releasing your mod, but it is needed if you are posting the source on GitHub (which you need to do). This file tells **Git**Hub to **ignore** certain files or directories that aren't relevant to the source code (e.g. all our save files). Edit it to look like this:

```
# eclipse
bin
eclipse
*.launch
.settings
.metadata
.classpath
.project

# idea
out
classes
*.ipr
*.iws
*.iml
.idea

# gradle
build
.gradle

# other
*.DS_Store*
run
!LICENSE
!README.*
!.gitignore
```

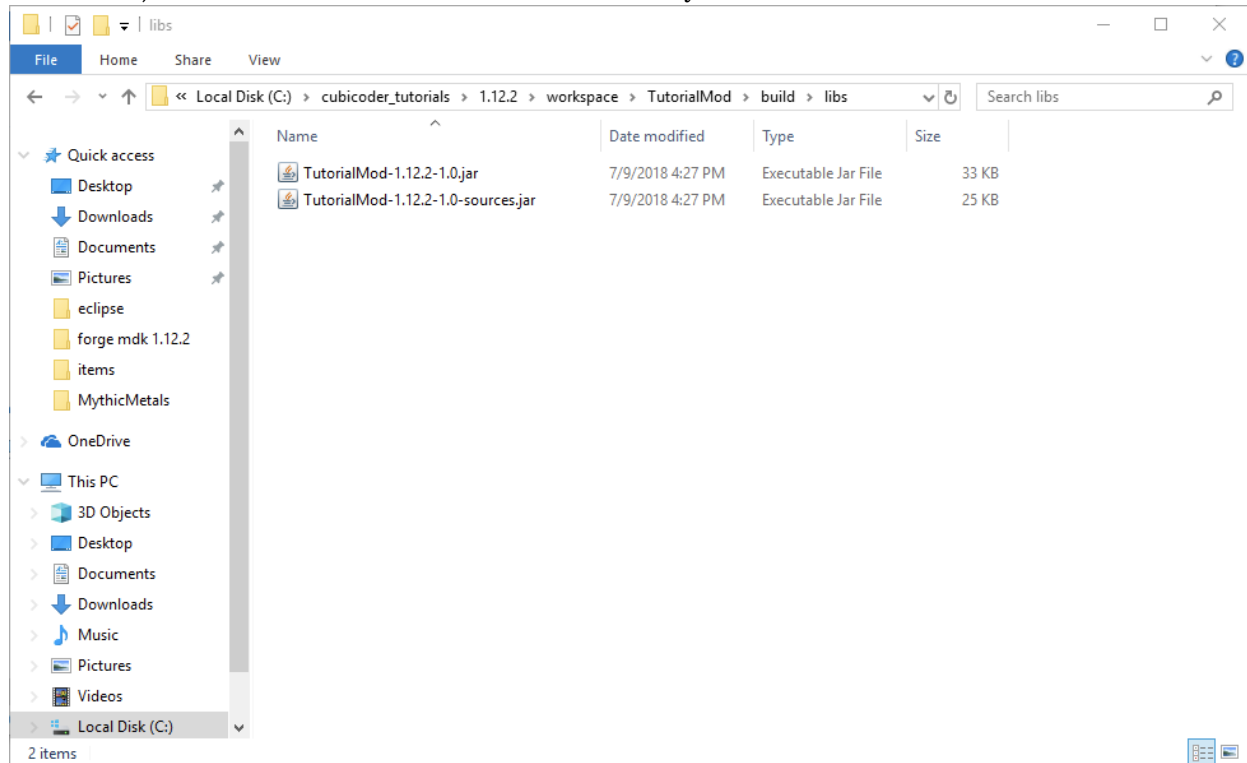
Each line specifies a directory or file to ignore. The lines with `#` characters in front are comments.

Next, we need to edit the `build.gradle` file. This file is responsible for giving various instructions on actually building the JAR file. We need to edit three values: `version`, `group`, and `archivesBaseName`. (Hopefully, these are pretty self-explanatory.) This process can be automated in 1.12.2, and will be fully automated in 1.13.

```
version = "1.12.2-1.0"
group = "com.cubicoder.tutorialmod"
archivesBaseName = "TutorialMod"
```



Finally open a command prompt in the root directory of the project (TutorialMod for me) and run the command `gradlew build` (`./gradlew build` if you're not on

Windows). Your mod JAR will be in the directory `/build/libs/`.



Happy playing! You can now publish your mod on CurseForge if you think the world is ready for it.



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