

# MCE mod entity dev

[https://docs.google.com/presentation/d/e/2PACX-1vR8YqdU7M2VWTrZWX3vCtmSUcfD\\_5myxOWpRW0PlP3Jgaa5X0SbCIVRMxHx3Tw/pub?start=true&loop=true&delayms=10000](https://docs.google.com/presentation/d/e/2PACX-1vR8YqdU7M2VWTrZWX3vCtmSUcfD_5myxOWpRW0PlP3Jgaa5X0SbCIVRMxHx3Tw/pub?start=true&loop=true&delayms=10000)

## Co budeme potřebovat

- Jak používat MC Entity Wizard

[Getting Started with Minecraft Entity Wizard | Microsoft Learn](#)

- Jak pracovat v Blockbench:

[https://www.youtube.com/watch?v=d79OSoeKJx0](#)

Co budeme potřebovat

- Jak na celý příklad

<https://youtu.be/OdZlKpLOkj4?si=ILtKGjM-F1GrLXFY>

## Co budeme potřebovat

- **Blockbench:** Zdarma ke stažení na [blockbench.net](https://blockbench.net).
- **Minecraft Education Edition:** Nainstalovaný na vašem zařízení.

## **Fáze 1: Příprava a Plugin "Entity Wizard"**

- Nejjednodušší způsob, jak začít, není dělat vše ručně, ale použít plugin "Entity Wizard", který za vás vytvoří složité soubory.
- Otevřete **Blockbench**.

- V horním menu klikněte na **File** (Soubor) -> **Plugins...** (Pluginy).
- V záložce "Available" vyhledejte **Minecraft Entity Wizard**.
- Klikněte na tlačítko **Install**.

Blockbench File Edit Tools View Help

Blockbench

New Tab

Plugins

Available

Minecraft Title Generator by Ewan Howell

Create Minecraft-styled title models!

Minecraft Title Logo

Minecraft Entity Wizard by JannisX11 & Mojang Studios

Create entities for Minecraft: Bedrock Edition! Start with the looks and behavior of a vanilla entity, and turn it into your own creation!

Minecraft: Bedrock Edition

Hytale Models by JannisX11, Kanno

Create models and animations for Hytale

1 2 3 4 5

New Recent

**Minecraft Entity Wizard v1.8.2**

by JannisX11 & Mojang Studios

Minecraft: Bedrock Edition

Create entities for Minecraft: Bedrock Edition! Start with the looks and behavior of a vanilla entity, and turn it into your own creation!

+ Install

About Details Changelog

This Entity Wizard for Minecraft Bedrock Edition lets you add your own custom entity to the game without any prior coding knowledge.

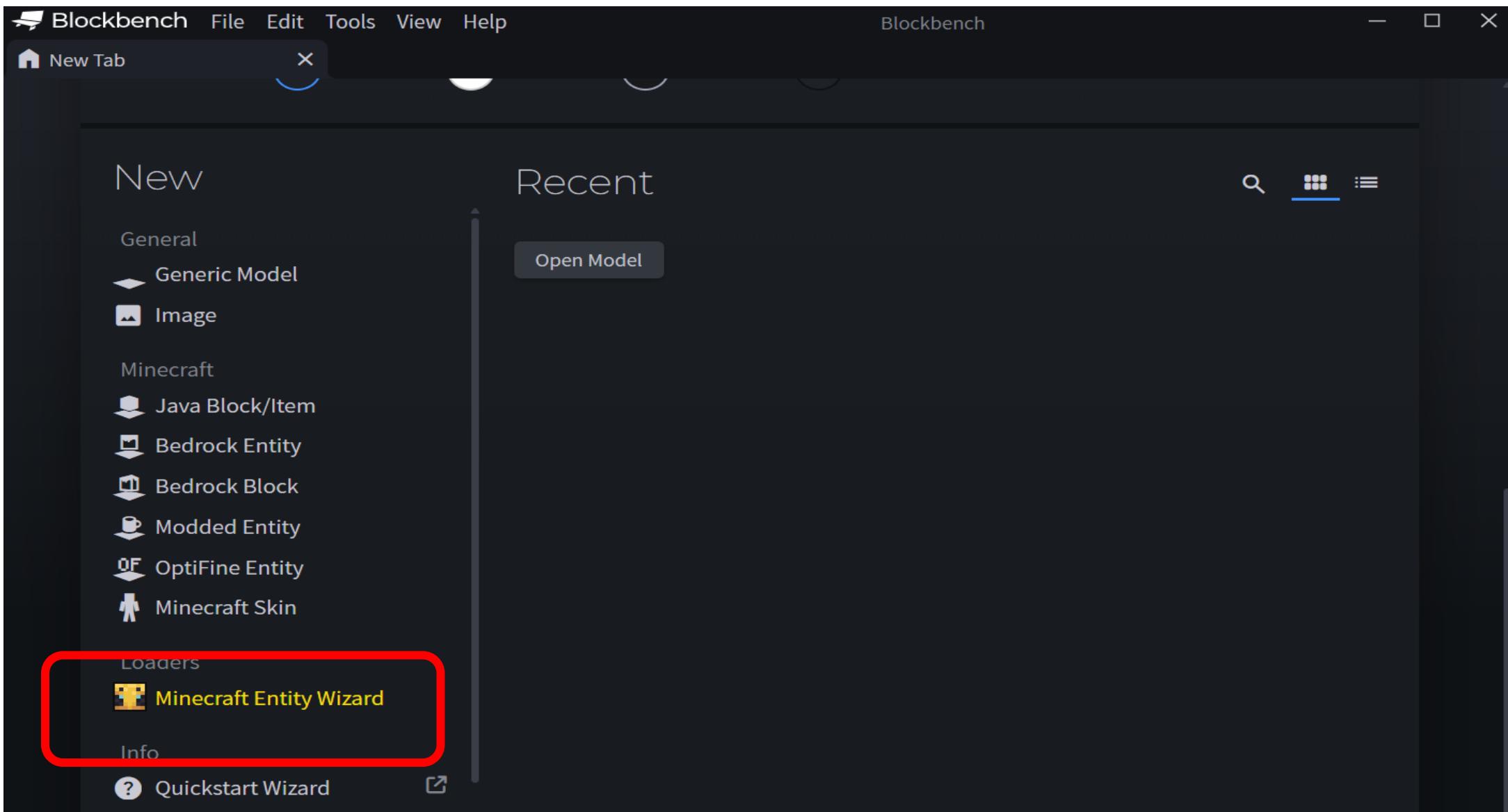
Select from a list of presets, and customize basic properties of the entity.

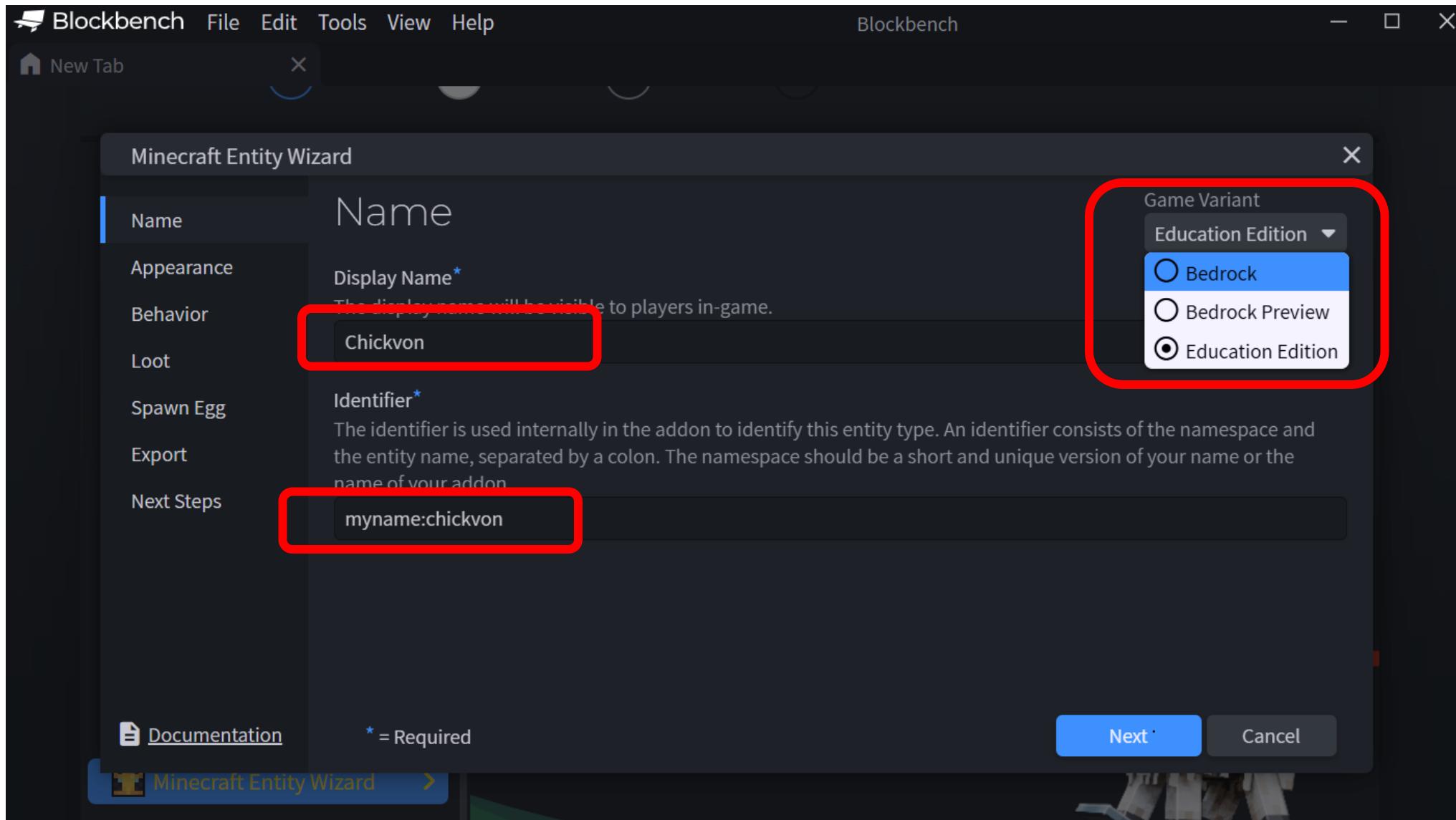
Then you can use Blockbench's powerful editor to design your own model for the entity!

The generated Add-On can be added to Minecraft, and you can summon your custom entity into your own world!

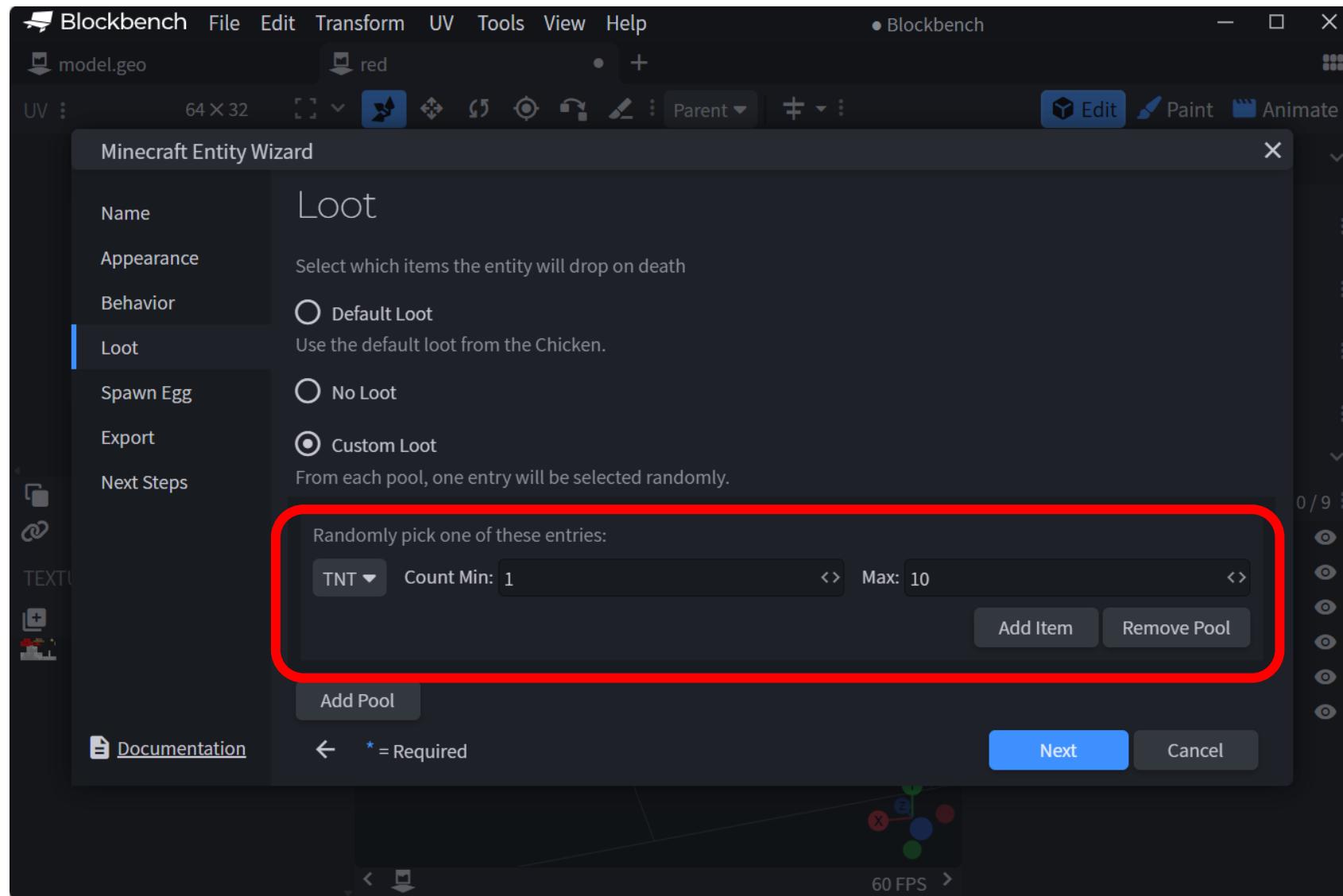
Developed by the creator of Blockbench, in collaboration with Mojang Studios!

# Založení nového modu

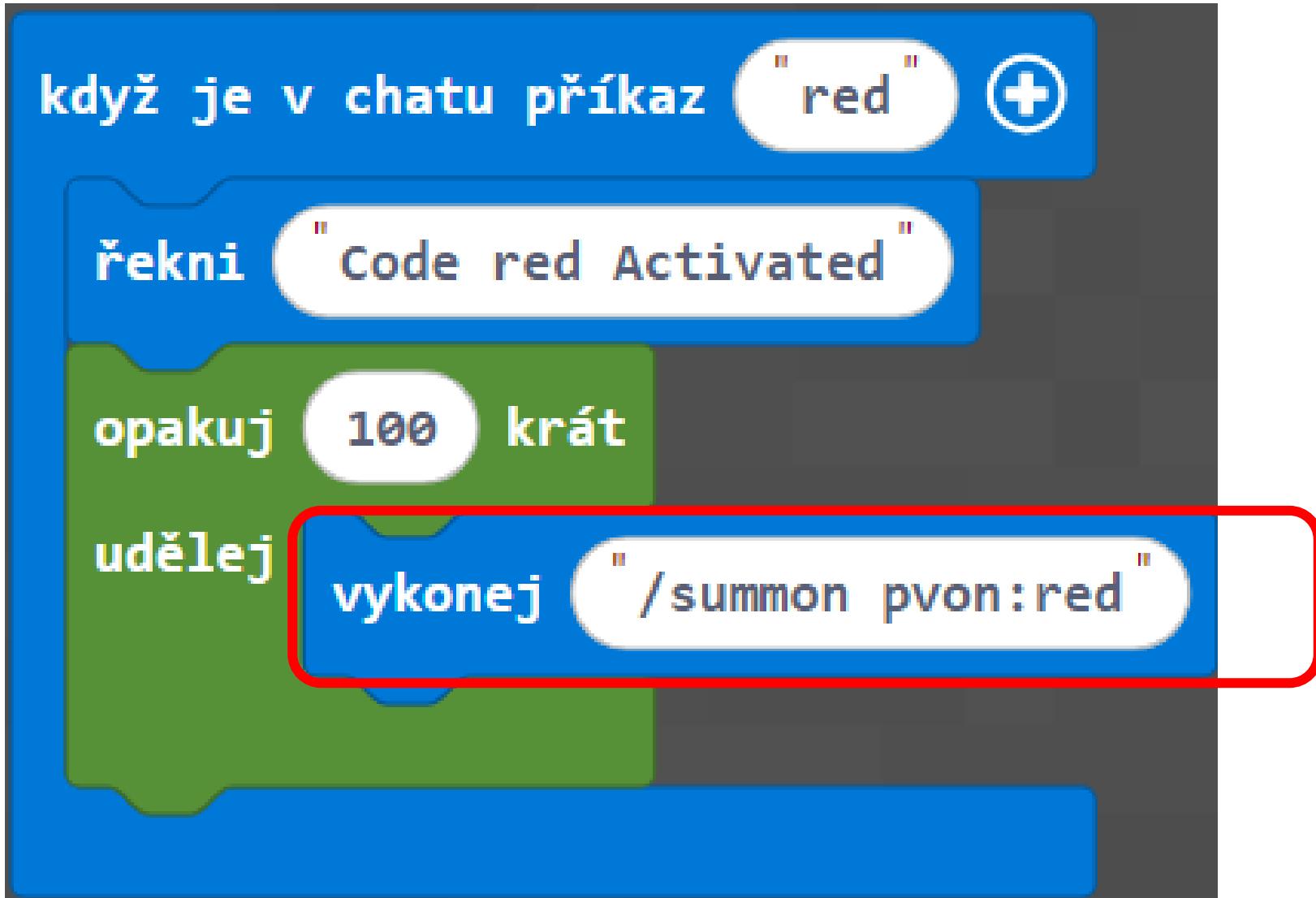




# Po zabití vypadne TNT

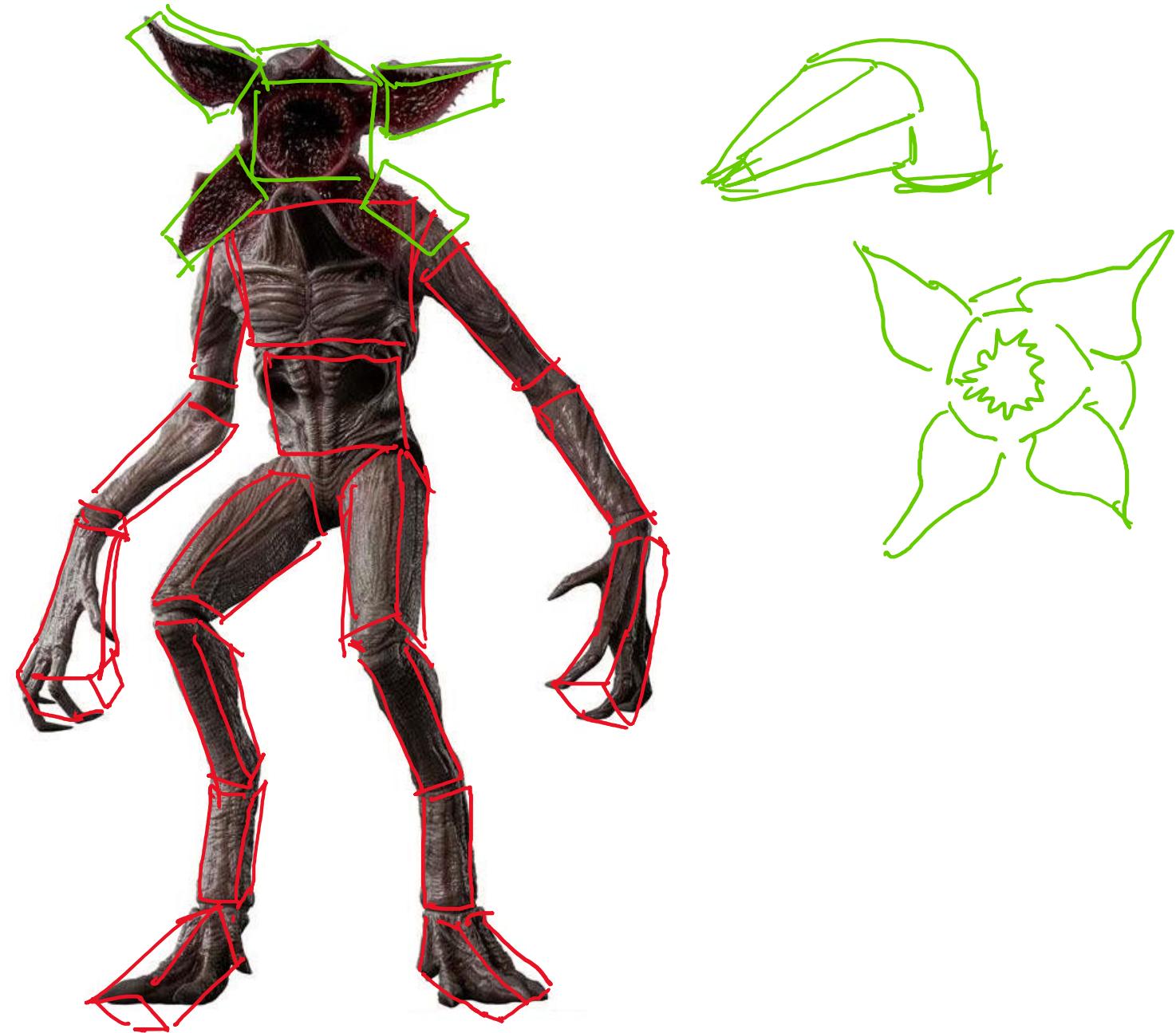


# Vyvolání v MC



Co to bude?

Demogorgon



# Blockbench

[Blockbench](#)

