(DAY 2 BREAKOUT SESSION EXERCISE TIME!)

BREAKOUT SESSION TIME!

1. Creating Basic mods (Basics of Items, blocks, recipes)

-Crafting Events

-Open Source mods (Recipes loading 🡪 resources folder, .png overview)

<http://www.minecraftforge.net/wiki/List_of_Open_Source_Forge_Mods>

When creating or editing mods think on the following…

Make your mod interesting to raise interest in the game

Have a unique idea/theme

Ex. Adding some recipes which should have been in the vanilla game!

Speed

Kills

Life/Health

Best Practices—TEST, TEST,TEST

PATIENCE..

DETAIL ORIENTATION…pause to read lesson

Note- Behavioral observances during gameplay (*the* AI)

-- Ex. Chest for Simple Dungeon

(Check code, random returns of Cookies, Use system output to check events that fire, ordering)

1. Do simple example printing “Boing” to Console output when a player jumps

<http://jabelarminecraft.blogspot.com/p/minecraft-forge-172-event-handling.html>

1. Load sample mods

Instant tree destruction (TreeCapacitor)

<http://mods.curse.com/mc-mods/minecraft>

4. Create jar file from your mod and save it to you MC mods folder

Run MC launcher to play mod!

5. Challenge – *Keep daylight going*!

The only ways I can think of involve using game commands.

One way is to get into the console and type /gamerule doDaylightCycle false

Alternatively, you can use a combination of [Daylight Sensors](http://minecraft.gamepedia.com/Daylight_Sensor) and [Command Blocks](http://minecraft.gamepedia.com/Command_Block) to execute the command /time set 1000. The downside to using this is that you need to stay within range to keep the area around the command block loaded. Running across the world allows night to come again.

Here's an tutorial video that explains how to set up the Daylight Sensor method:

<https://www.youtube.com/watch?v=ZHb6_HpAv1k&feature=youtu.be>

How to Summary:

All you have to do is: use a command block, some redstone, a redstone torch, and a daytime sensor.

1. input /time set day into the command block.
2. place down the daylight sensor.
3. place down a redstone torch.
4. connect the redstone from the redstone torch to the command block making it to where the torch will send a signal to the command block.
5. connect redstone from the daytime sensor to the redstone torch, making sure the redstone is going from the daylight sensor to the torch to the command block.
6. make sure the redstone torch signal in not going into the daylight sensor, but is going into the command block.

If you follow these easy steps, Minecraft should reset itself to day every time it turns to night. Oh! One more thing; make sure the daylight sensor is outside, if it's not, it wont work.