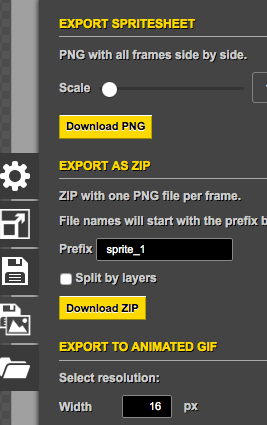
DAY 5 AGENDA

[Sprites creativity]

Go to <http://www.piskelapp.com/> and click on **Create a Sprite**

Export your result as an animated gif.



Change extension in your downloads folder from .gif to **.png**. Copy over png texture file, etc into Eclipse in an appropriate area. \*MAKE SURE YOU SAVE APPROPRIATE SIZE (i.e., 16x16)

Alternatives:

Grab some animated gif and convert it to png:

Use: <http://www.irfanview.com>

-Accompanying software choice [Paint.net](http://filehippo.com/download_paint.net/) for downsizing gif if necessary.

[Video- great vid on making cursom animated item frames,etc. – VERY COOL!!!

check it: <https://www.youtube.com/watch?v=eFj76TMtbAg>

-\*Reverse engineer minecraft jar file (location: **.minecraft/versions**) for all textures, etc.

and make sprites from existing files, etc.

[http://gaming.stackexchange.com/questions/204627/how-can-i-get-a-hold-of-minecrafts- default-textures](http://gaming.stackexchange.com/questions/204627/how-can-i-get-a-hold-of-minecrafts-%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20default-textures)

Use some zip compression utility to open your jar ( 7zip, unrar, etc- check this link out also: <http://www.javadecompilers.com> )

[Sounds]

Playing sounds, etc. - -> p. 410

<http://minecraft.gamepedia.com/Sounds.json#File_structure>

<http://minecraft.gamepedia.com/NBT_format>

[Text Exercises (your choices!)]

All Resources (all source files & assets for all hours, including the Appendix & text pdf

link) are available as a zip file under **Resources** folder on git hub

-Recommended

Hour 15 [MCEdit](http://www.mcedit.net/downloads.html) …Alternative -- > [WorldEdit](http://dev.bukkit.org/bukkit-plugins/worldedit/)

Hour 16 Schematic Converter

\*Hour 18 Using Techne to create models/textures

[Video – How to install Techne]

<https://www.youtube.com/watch?v=241amEbQbOk>

[Jar file creation, importation into MC]

-Grab your jar file (ex. In *Eclipse* under **build\libs\modid-1.0.jar** file)

-Place your jar file in **minecraft\mods** folder. In windows explorer search for

**%AppData%** then open up .minecraft\mods folder.

[[Saving MC data files](http://www.howtogeek.com/60264/how-to-backup-restore-and-sync-your-minecraft-saves-on-all-your-pcs/) –to flash drive, etc.]

In Windows Explorer navigate to : cd “**C:\Users\username\AppData\Roaming\.minecraft**” and search for the **saves** folder and find your World to copy over to your flash drive. Alternatively (more assured method?) – go to this link:

<http://minecraft.gamepedia.com/Tutorials/Playing_and_saving_Minecraft_on_a_thumb_drive>

[Setting up modded server]

--See handout for setting up a 1.9.4 modded server.