# Minecraft AHK Tool Suite

Retain version numbers on development files but remove when moved or compiled to production folder so that the source does not require updating when version numbers change.

The common components can be separated and called using run wait commands if compiled to exe or #include if running interpretive. This should simply the environment.

Will the compiler pull in all of the included code?

## Common Components

Environment check (which PC)

Load world names into GUI?

Using #include allows the code to be common. Cannot. No variables allowed in includes.

## Launcher

Stop Google Sync

Launch Utility

Launch help

Launch game launcher

## Utility – notes, goals, screen captures, etc.

Call (?) World Names Rebuild. Yes.

Read world names file and load world names into GUI (pull down)

Change to list view with text box on the right side?

Process button selection

Sleep

## World Names Rebuild

Add the source (local/cloud) to the profile name?

Process paths in local folder

For each folder, extract profile name and world names

Process paths in cloud folder

For each folder, extract profile name and world names

## Backup

Read world names file and load into GUI

Options:

Local

Cloud

Both (checkboxes above or separate checkbox?). Buttons?

Individual profile

Multiple profiles (checkboxes)

Individual world within a profile

Multiple worlds (checkboxes)

For each selected:

Copy config (only all or profile options)

Copy save

Copy waypoints

## Help

## Copy Datapacks

Read world names file and load into list view with checkboxes

## Copy Mods

Read world names file and load into list view with checkboxes