

Minecraft Modding!



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Minecraft Modding



Not about playing!

- Playing will be discouraged
- Creating new features



This will NOT be easy!

- Lots of coding
- New things to learn



Experience required!

- Older ninjas, blue belts
- Minecraft knowledge

What You Need



Minecraft Account & Laptop

- At least 1 between 2
- PC, not Pocket Edition



Understanding of:

- Editing files
- Files & folders on computer



Ideas & imagination!

- Want to come up with new mods

ScriptCraftJS



```

scraper.js
1 function scraper(floors, width)
2 {
3     floors = floors || 10; // default number of floors is 10
4     width = width || 10; // default width is 10
5     this.chkpt('skyscraper'); // saves the drone position so it c
6     for (var i = 0; i < floors; i++)
7     {
8         this.box(blocks.iron,width,1,width);
9         this.up();
10        this.box0(blocks.glass_pane,width,3,width);
11        this.up(3);
12    }
13    return this.move('skyscraper'
14 };
15
16 load("../drone/drone.js");
17 Drone.extend('scraper', scraper);
  
```



Forge Mods in Java

The screenshot shows the Eclipse IDE interface for a Forge mod project. The Package Explorer on the left lists the mod's structure, including packages like cpw.mods.fml.client and cpw.mods.fml.common. The main editor displays the `TestMod.java` file with the following code:

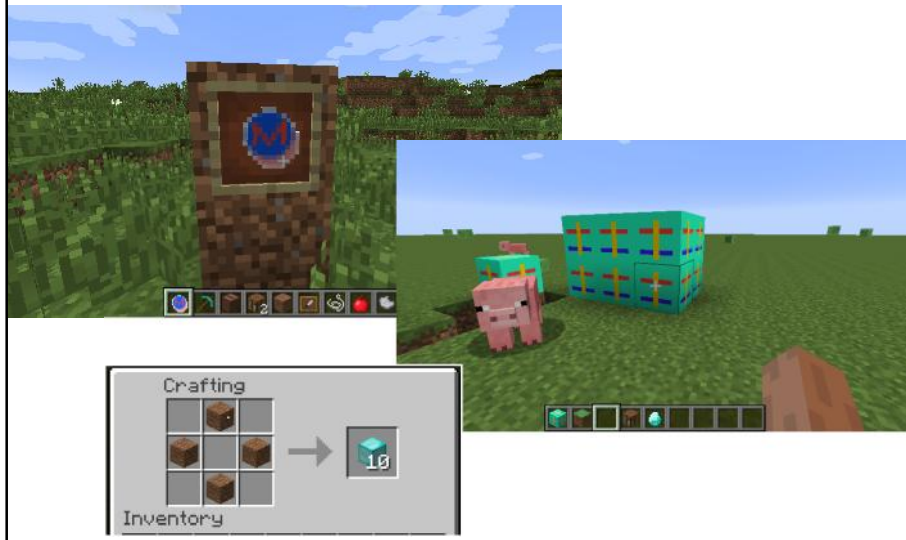
```
public void preInit(FMLPreInitializationEvent event) {  
    // Stub Method  
}  
  
@EventHandler // used in 1.6.2  
//@SNIK // used in 1.5.2  
public void load(FMLInitializationEvent event)  
{  
    proxy.registerRenderers();  
  
    ItemStack dirtBlock = new ItemStack(Block.dirt);  
  
    GameRegistry.addShapelessRecipe(new ItemStack(Items.diamond, 12), new ItemStack(  
        "x", dirtBlock);  
}  
  
@EventHandler // used in 1.6.2  
//@PostInit // used in 1.5.2  
public void postInit(FMLPostInitializationEvent event) {  
    // Stub Method  
}
```

Overlaid on the bottom right is a Minecraft game interface showing a crafting table and an inventory. The crafting table shows a recipe for a diamond pickaxe using 3 diamonds and 3 wooden planks. The inventory shows several diamond pickaxes and other items.

From Last Year ...



From Last Year ...



Overall Goal



Learn how to program

- JavaScript & Java
- Widely used languages



Design new artifacts

- Recipes, items, blocks, plants
- Work in small groups or solo



Make a large scale mod

- All of us collaborate
- Brainstorming and division of tasks