Modding Minecraft Tutorial

**Step** **One**: Download MCP (<http://www.mediafire.com/?07d59w314ewjfth>) and WinRAR.

**Step** **Two**: Save MCP as a folder by right clicking it and extracting it (name it #MCP). You must also download the latest version of ModLoader (<http://www.minecraftforum.net/topic/75440-v147-risugamis-mods-updated>) and save it as a folder by right clicking and extracting it.

**Step** **Three**: Make a new (clean) Minecraft folder by copying and pasting the bin and resources folder into a new folder named #MINECRAFT. Double click the bin folder. You can find these bin and resource folders by clicking the windows button in the bottom left hand side and searching “%APPDATA%” then clicking roaming, which will lead you to a .minecraft file, in there youwill find the bin and data.

**Step** **Four**: Once in the bin folder right click the minecraft.jar and select “open with” and then select “WinRAR archiver”. Open your ModLoader file and copy and paste all of the files in to the bin you currently have open.

**Step Five**: Now you can make folders for all of your mods. Create a new folder called “DemoMod”. Go inside the folder and add five folders named “MCP”, “RES”, “SCREEN”, “FINAL”, and “OTHER”.

**Step Six**: Copy the files from #MCP and paste it into your new MCP folder.

**Step Seven**: Copy the bin and resource’s folders from the #MINECRAFT folder. Now go into your “DemoMod” folder, from there go into your MCP folder, and open the jars folder. Paste the resources and bin folders in there.

**Step Eight**: Go back into your MCP folder and double click “decompile.bat”. A screen will pop up. Just wait (it will take awhile). Ignore the “1 out of 1 hunk ignored” error and the “missing server jar file” error.

**Step Nine**: Now open up Eclipse. When the first screen pops up click “browse”, click on “DemoMod”, then click on “MCP”, then click on “eclipse”, and then select ok.

**Step Ten**: Now on the left side of your Eclipse window click on the folder that says “client”. The click on the “src” folder, and then click on “net.minecraft.src”. You are now viewing the Minecraft source code.

These first ten steps can be explained in more detail in this YouTube video: <http://www.youtube.com/watch?v=aDOCnJ1VI5E>

**Step Eleven**: Right click the “net.minecraft.src” folder, click “new”, and then click “class”. Name the new class “mod\_demo”.

**Step Twelve**: Change “public class mod\_demo” to “public class mod\_demo extends BaseMod”.

**Step Thirteen**: Put your mouse over the red error line under “mod\_demo”. When the “quick fix” screen appears select the “add unimplemented methods” option.

**Step Fourteen**: In the ”get Version” method change ”null” to “ “1.5.2 ( or whatever the current version of Minecraft is)” “.

**Step Fifteen**: Create the following methods: “public void register()”, “public void name()”, “public void crafting()”, and “public void smelting()”. You do not need to put anything in the methods at this moment.

**Step Sixteen**: Go to the load method and call the four methods that you just made.

**Step Seventeen**: From here you are now able to mod Minecraft in Eclipse with any mod you can imagine.

These last six steps can be explained in more detail in this YouTube video: <http://www.youtube.com/watch?v=wC8hPvLbRCQ>