



Absolute Beginner's Guide to Minecraft Mods Programming (2nd Edition)

Rogers Cadenhead

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The easiest, quickest, most entertaining introduction to creating Minecraft mods in Java – updated to use the Spigot server for running your own Minecraft server and creating Minecraft mods

- Ideal for Minecraft users, young and old, who are new to programming
- Clear and friendly style assumes no prior programming knowledge
- Popular author Rogers Cadenhead breaks down Minecraft mods programming concepts and terms into short, easily understandable lessons
- Fun examples provide a step-by-step, hands-on experience that begins with simple tasks and gradually builds

Master Minecraft modding and use Java to transform Minecraft's worlds, tools, behavior, weapons, structures, mobs...*everything!* (Plus, you'll learn some basic Java programming skills you can use anywhere.)

Learn how to do what you want, the way you want, one incredibly easy step at a time. Modding Minecraft has never been this simple.

This is the easiest, most practical beginner's guide to creating killer Minecraft mods in Java... simple, reliable, full-color instructions for doing everything you really want to do. Here's a small sample of what you'll learn:

- Set up your Minecraft server and mod development tools
- Master Java basics every Minecraft modder needs to know
- Read, write, store, and change information throughout your mod
- Build mods that can make decisions and respond to player actions
- Understand object-oriented programming and the objects you can program in Minecraft
- Handle errors without crashing Minecraft
- Use threads to create mobs that can do many things at once
- Customize your mobs, and build on existing objects to write new mods
- Spawn new mobs, find hidden mobs, and make one mob ride another
- Dig holes and build structures
- Create projectile weapons and potion effects
- Learn Java programming while enhancing your favorite game

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