Minecraft: How to Install Mods, Maps, Skins and Resource Packs
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HSC Conference August 2015
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This presentation is designed to help parents (or computer-savvy older kids) understand the basics of Minecraft and how to get mods, skins, maps and resource packs.

To begin with, you will be given a basic understanding of Minecraft: what it's about, how it's played, how to acquire the game, and how to run it on your PC or iPad. Additionally, we will cover some of the more advanced features of creating a more complex Minecraft environment. You will get simple, step-by-step instructions for acquiring and installing mods and modpacks, creating and uploading skins, downloading adventure maps and resource/texture packs, and accessing and/or creating a multiplayer server.

Having a current version of this material, in an easy-to-understand format, can help you avoid hours of trial-and-error, much frustration, and (most importantly) disappointed kids. Now, when a child asks "can you get me a mod?" your answer can be "YES!"

Note: some basic computer knowledge is required, such as how to navigate around your computer (files/folders, etc.) and how to use an Internet browser. Also if you can't attend the class, simply drop by and add your email address to the mailing list to receive a copy of the handouts.
CLASS OUTLINE

1. QUICK INTRO
2. MINECRAFT BASICS and DEFINITIONS
3. MINECRAFT LAUNCHER
4. MINECRAFT FOLDER
5. SKINS, RESOURCE/TEXTURE PACKS, MAPS
6. ABOUT MODS
7. FORGE
8. GETTING MODS
9. SERVERS
SECTION 1 – INTRO

What this class will cover:

• how to get the Minecraft game
• how to add mods
• how to add resource packs
• how to change your skin
• how to get maps
• the basics of how to create a server.

You will need to have a basic understanding of how to get around on your computer (locating folders/files, unzipping/extracting folders, using Google, etc.).
About me:

My name is Amy and I’m from Sacramento. I’m not a “techie” or an “expert,” I’m a homeschooling Mom that believes there is a lot of learning potential in games like Minecraft. And I have spent a LOT of hours figuring out how to help my 9-year-old twin boys play with mods and servers.

My passion is NOT Minecraft…my passion is Happy Kids!

My boys started taking an interest around the age of seven (which was the year 2013 and Minecraft was at version 1.5.2). Right away, they were watching Mod Showcases on YouTube and started asking for mods and adventure maps.

I’m fairly computer-savvy…I’m watching 12-year-olds on YouTube dishing out advice – how hard could it be? Well, it turns out that, while Minecraft itself is pretty straightforward, what makes it so cool is that it allows outsiders to modify the original game content. Which means there are lots of add-ons available, from lots of different sources. There is no “central” source of content. There are no “Minecraft police” making sure things are safe. And there are a zillion sources of instructional videos – some good, some not.

So, my qualifications are simply that I’ve spent countless hours of research and trial-and-error. And through sheer determination, and a desire for happy kids, I learned some stuff. I honestly wouldn’t want anybody else to have to go through what I went through, so I’m happy to share what I have learned.

The good news is, things are MUCH easier now (at version 1.8.8) than they were when I started!
What you will get from this class:

- Instructions for modifying the PC version of Minecraft (Windows and Mac operating systems).
- A basic understanding of the file structure behind the game
- Instructions for installing skins, resource packs, maps and mods.
- Basic steps for installing a multiplayer Minecraft server
- A link to a copy of the notes from this class.
- A “Resources” handout (hard copy and/or digital) with lots of handy links.
- Opportunities to ask questions at regular intervals along the way. *Please hold your questions until I ask for them.*
- A SPECIAL SURPRISE GIFT!!!
What you will NOT get:

• A lesson in basic computer skills.

• Information about using/modding the Pocket Edition (for phones/tablets) or Xbox versions of Minecraft.

• Instructions on how to PLAY Minecraft.

• Advanced topics or questions about specific issues you’ve encountered. *(For these, come up and talk to me afterwards.)*

• Debate about the virtues of gaming. *(I will assume that everybody here either approves of gaming or is open to overcoming his/her resistance to gaming.)*

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ANY QUESTIONS?

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Who's in the audience?

Raise your hand if you...:

• ...have NOT already installed Minecraft on your computer.
• ...are interested in learning how to install mods.
• ...are interested in learning how to install maps.
• ...are interested in learning how to install resource packs.
• ...are interested in learning how to change your skin.
• ...are interested in learning how to create a server.
• ...are running Windows?
• ...are running Mac OSX?
Definitions:

- **Version**: the historical version of the game (currently at 1.8.8)
- **Skin**: the way a character looks *(everyone starts out as a Steve)*
- **Resource Pack**: sound and image files that change the appearance of the game *(prior to version 1.6, these were called Texture Packs.)*
- **World**: The place, or environment, in which you play, which can consist of one or many different “biomes”.
- **Map**: A pre-made, user-created world in which, often, players embark on a quest with puzzles to solve or challenges to complete.
- **Mod**: code that adds content to the game or changes the way the game behaves
- **Server**: a central computer that hosts a world that multiple players can access at once.
How to get the game (price: $26.95):

1. Login at http://www.minecraft.net
2. Click on Get Minecraft
3. Create a Mojang account (kids will need parent’s permission)
4. Choose a Minecraft username (or Profile Name) (must be unique)
5. Download the Launcher
6. Locate and open the “Minecraft.dmg” in your Downloads folder.
7. Drag the Minecraft icon onto the Applications folder icon.
8. Locate the Minecraft application in your Applications folder and create a shortcut for your desktop (unless it happens automatically for you).
9. Open Minecraft (double-click on the Minecraft icon)!!

NOTE: The first time you open Minecraft, you may get a warning that you need to download and install a “legacy” version of Java SE6 before using Minecraft. Not a big deal, just click “More info” and follow the instructions to download. It’s VERY straightforward and easy to accomplish. Don’t worry, you can trust the site it takes you to.

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ANY QUESTIONS?
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SECTION 3 — MINECRAFT LAUNCHER

To launch the Minecraft Launcher, simply double-click on the Minecraft app on your computer (_cores). (I highly recommend you create an alias/shortcut on your desktop).

The first time, you will need to login using your Mojang email address and password.

Then the Launcher will open. It looks like this:
Definitions:

- **Switch User:**
  Allows you to switch to another player if multiple people use the same computer.

- **Profiles:**
  The selected profile tells the Launcher which version of Minecraft you want to use (among other things). The Launcher will create an initial profile for you that’s named with your username (in this case WolfyShane2000) and set to play the most recent version of Minecraft. You can create any number of additional profiles, allowing you to play different versions of the game.

- **Play:**
  *(FYI - If the middle button says “Play offline” that means you are not connected to the internet. You can still play, but you won’t be able to connect to servers, nor will you see your custom skin. But the first time you play, you will definitely need to be connected to the internet so that the remainder of the files will download.)*
Starting a Game

- The first time you click on “Play”, it will take a few minutes for the remaining files to load.

- You will now see this:
  - **Singleplayer**: opens a game that is resident on your computer and allows you to Create New World.
  - **Multiplayer**: allows you to play on a Server or Local Area Network (LAN) world

- Now you are playing what is called a “vanilla” Minecraft game (which means a non-modded version).
  - If you play in **Creative Mode**: you have access to all of your inventory, you can fly, and things won’t try to kill you.
  - If you play in **Survival Mode**: you start with no inventory and have to gather all your resources, you can’t fly, and you can be killed, especially when it turns nighttime.

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**ANY QUESTIONS?**

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SECTION 4 — MINECRAFT FOLDER

• The Minecraft folder is crucial to being able to modify and back-up your game files.

• The folder itself is hidden. Here is how you find it:

  o on Windows:
    ▪ C:\Users\<username>\AppData\Roaming\.minecraft
    ▪ or simply search for “%appdata%\minecraft”

  o on Mac:
    ▪ From the finder, hover over the drop-down “Go” menu with the “option” key held down
    ▪ Choose “Library”
    ▪ Then choose Application Support
    ▪ Then choose Minecraft

IMPORTANT TIPS:

• Once you have located the Minecraft folder on your computer, I HIGHLY recommend creating a shortcut/alias and putting it on your computer’s desktop!!

• BE SURE TO BACK UP YOUR MINECRAFT FOLDER!!! Worlds especially can get corrupted and are irreplaceable.
Minecraft Folder Structure

- **Assets** - Files that are used within the game, such as skins
- **Libraries** - Bits of code that the game calls on to do various in-game functions
- **Logs** - Files that keep a running record of stuff the game is doing behind the scenes, like when it saves or players log in
- **Saves** – worlds
- **Versions** – jar files for different versions of Minecraft

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ANY QUESTIONS?
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SECTION 5 — SKINS, RESOURCE/TEXTURE PACKS, MAPS

SKINS

• A Minecraft Skin can be thought of as a “costume” for your Minecraft Character, it determines how you appear in the game.
• Everybody starts out with the default skin...you can choose to be either a “Steve” or an “Alex.
• You can see what you look like in the game by pressing F5.
Creating a New Skin

- Using an online skin finder/editor, such as Nova Skin, you can easily design your own custom skin or choose from thousands of pre-made user-created skins. Just Google “Minecraft skins” and you'll find plenty (or see my Resources handout for suggestions.)

- Once you’ve chosen or created a new skin, follow the prompts to download it to your computer. (I recommend downloading, rather than uploading directly to Minecraft because this way you can keep a copy of all your favorite skins.)

- Create a Skins folder within your Minecraft folder so you can keep all your skins in one place.
Changing your Skin in the Game

- First, if you are currently playing Minecraft, quit the game.
- Now, go to http://minecraft.net and Login to your account.
- Click on the “Profile” tab.
- Click on Choose file.
- Navigate to where your desired skin file (it will end in “.png”) is stored on your computer.
- Select it.
- Then click on Upload.
- The next time you play Minecraft, you will be wearing your new skin!
- Press F5 on your keyboard to “see yourself”.

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ANY QUESTIONS?
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RESOURCE (TEXTURE) PACKS

Finding a Resource Pack

- Resource Packs are alternate sound/image files that change the way your world looks.
- Prior to Minecraft version 1.6, they were called Texture Packs.
- You can find them in many places on the internet (see my Resources handout for suggestions.)
- As always with the internet, PLEASE use a high level of caution before downloading files onto your computer (covered in more detail later in this presentation).
- If you see a Resource Pack featured in a YouTube video, there may be a download link in the “Show More” section.
Installing a Resource Pack

- Downloaded Resource Pack files need to be placed into the Resource Pack folder (within your Minecraft folder) in order for the launcher to find them.

- A Resource Pack usually comes as a “.zip” file. Sometimes it must be “unzipped” (Mac) or “extracted” (PC) in order to use it. But not always. *(I suggest trying it first zipped, and if that doesn’t work, unzip it.)*

- If installed correctly, your Resource Pack will show up in the launcher under Options>Resource Packs>Available Resource Packs:
• Hover over the icon to the left of the Resource Pack that you want to choose and it will turn into a grey arrow.

![Screenshot of Minecraft resource pack selection](image1)

• Click on the Grey arrow and it will automatically be moved to the “Selected Resource Packs” column.
• Click on “Done” (there may be a long delay while the game adapts to your request – it will look like nothing’s happening -- patience!)
• Play!

![Screenshot of Minecraft options menu](image2)

Amy example – Hyperion HD: [http://www.hyperionhd.com](http://www.hyperionhd.com)

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ANY QUESTIONS?
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MAPS

Finding Maps

- Minecraft Maps are ready-made, user-created worlds that you can download and explore.
- There are Adventure maps, Parkour maps, Game maps, Survival maps, Mazes, Cities, etc.
- You can find maps in many places on the internet (see my Resources handout for suggestions.)
- Maps usually come as a “.zip” file. You will most likely need to un-zip (Mac) or extract (PC) it. The result will be a folder with many subfolders:

![Image of folder structure with subfolders]
Installing Maps

- Place the extracted/un-zipped folder into the “Saves” folder (within your Minecraft folder.)
- Some maps won’t work properly if you have mods loaded, so you probably want to empty your mods folder.
- Launch the game.
- Choose the profile that matches the recommended version of Minecraft for this particular map.
- Choose Singleplayer
- If installed correctly, you will see the map in your list of worlds (you may have to scroll way down to the bottom of the list to find the map, since the list is based on creation dates and many of the maps you find online are much older than the worlds you’ve been playing.)
- Select and Play!!

NOTE: You will want to BACK UP YOUR SAVES FOLDER regularly so that, if one of your worlds gets corrupted you can go back to a previous version. Also, after you make a backup of your Saves folder, you can delete old worlds from your actual Saves folder, so the list isn’t so long.

Amy example – Parkour School:  http://www.minecrafmaps.com/popular-maps

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ANY QUESTIONS?
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SECTION 6 - ABOUT MODS

Precautions When Downloading:

- A “mod” is piece of user-created code that modifies the original game software and changes the way the game behaves.
- Mods are developed by hackers, not by the game developer (Mojang). Therefore, although the development and use of mods is certainly encouraged by Mojang, they take no responsibility for the content of mods, or the repercussions of their use.
- When you download anything from the internet – use safety precautions!
- Mods can cause problems: they can cause the game to crash, delete worlds, corrupt game files or contain viruses.
- Mods aren’t necessarily created with kids in mind, so they may contain inappropriate content.
- Mods rarely come with instructions, and if they do, the info might be outdated or incorrect.
- Make sure you do REGULAR BACKUPS or your Minecraft folder!!!
Things to Know About Using Mods:

- A Mod is designed to work on a specific version of Minecraft. If you try to use a 1.7.10 mod while playing the 1.8.8 version of the game, it WILL crash!
- Mods can conflict with each other. If you’re trying to use multiple mods at the same time, make sure all the mods are designed for the same version of Minecraft, and also compatible with the version of Forge that you are running. If your game crashes, try adding mods one at a time until you find the culprit.
- Some mods need other mods to run with them in order to work. Usually it will tell you that when you try to run them, but not always.
- If you create a world using a specific mod(s), you will need to have that mod loaded whenever you open that world or you will get an error.
- If you are hosting a LAN server, all players need to have the exact same mods loaded to be able to connect to the world.

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ANY QUESTIONS?
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SECTION 7 – FORGE

What is Forge?

- Minecraft Forge is a modding API (Application Programming Interface).
- If you want to add mods, you have to install Forge.
- There are multiple versions of forge for every version of Minecraft.
- Old versions of Forge (prior to 1.5.x) require older versions of Java – not recommended.
- Unless you need a specific version of Forge, always choose the “recommended” version, rather than the “latest” version.
- Regarding the term “version” – could be referring to the version of Minecraft itself, the version of Forge, or the version of the mod you are installing.

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ANY QUESTIONS?
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Steps for Setting Up Forge

- Step 1: Determine Which Version Of Minecraft Your Mod Requires
- Step 2: Run Appropriate Minecraft Version
- Step 3: Download Forge
- Step 4: Install Forge
- Step 5: Launch Forge Profile
Step 1: Determine Which Version Of Minecraft Your Mod Requires

- Each mod is designed to run on a specific version of Minecraft.
- Before you start the Forge installation, you need to have in mind which mod(s) you want to install and the version of Minecraft it runs on.
- FYI - mods themselves have different versions. Some developers make multiple versions of their mod, for different versions of Minecraft.
- For instance, the example below shows the download link for Lucky Block mod (Version 5.1.0), which is designed to be played with Minecraft version 1.7.

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ANY QUESTIONS?
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**Step 2: Run Appropriate Minecraft Version**

In order to run Forge, you have to have AT LEAST ONCE played the version of Minecraft to which forge corresponds. In this example, we are concerning ourselves with Minecraft version 1.7.10.

- Determine the version of Minecraft for which the mod you want to install is designed.
- Launch Minecraft.
- Click on New Profile.
- The Profile Editor will automatically fill in the Profile Name and which version to use (you will be changing these):

![Profile Editor Screenshot](image1)

- Click on the “Use Version” drop-down menu and choose the version you need.

![Profile Editor Screenshot](image2)
• Change the Profile Name to match the version you chose:

![Profile Editor GUI]

• Save Profile.
• This will take you back to the Launcher screen.
• Open the Profile drop-down menu and select the profile you just created (it won’t automatically be selected).
• Now click on “Play” and let the launcher download the files for the version you chose (be patient -- it may take a few minutes).
• When the game launches, you will see the options for Singleplayer, Multiplayer, etc. and the white bar across the top of the window will tell you which Minecraft version you are playing.
• Now, simply Quit Game.

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ANY QUESTIONS?
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Step 3: Download Forge

- Go to the official Forge website: http://files.minecraftforge.net/minecraftforge/
- Find the Minecraft version you need (the one that matches your mod)
- Choose the “Recommended” version of Forge for your Minecraft version
- Click on the “*” to the right of the “Installer” for the version you need.

![Forge Downloads](image)

- A Forge installer jar will automatically drop into your Downloads folder.
  (NOTE: In Windows, you might get a warning: “This type of file can harm your computer. Do you want to keep forge-***.jar anyway? Choose “Keep”!

ANY QUESTIONS?
IMPORTANT WARNING ABOUT AdF.ly:

In the Downloads column you'll see the names of the different versions (e.g. Installer, Installer-Win, Universal) followed by a link that's an asterisk. **Always pick the link with the asterisk (*)** as that's the direct download link that doesn't pass through AdFly (an ad service that shows you ads before taking you to the download page). The AdFly site shows ads that usually look like legitimate links to trick you into downloading malware, so **always use the direct link instead**.

If you do land on AdFly, wait five seconds for the counter in the top right hand corner to count down and the SKIP AD link to appear. **DO NOT CLICK ON ANYTHING ON THE ADFLY PAGE EXCEPT THE “SKIP AD” LINK**, which will take you to the appropriate download page.

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ANY QUESTIONS?
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Step 4: Install Forge

- Locate the Forge Installer in your Downloads folder.
- Double-click on it.
- Select “Install Client”
  Note for Mac users: If you see a warning that the file is from an “unidentified developer”
  , you can override that in System Preferences>Security & Privacy)

- Wait until you get the message that the installation is complete and click on “OK.”

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ANY QUESTIONS?
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Step 5: Launch Forge Profile

- Once Forge has successfully installed, launch Minecraft.
- Click on Profile drop-down menu to see a list of your profiles.
- You should see one named, simply, “Forge”. Select it.
- With the Forge profile selected, click on “Edit Profile”.

- Change the Profile name to match the Minecraft version and add a “-Forge” at the end (i.e., “1.7.10-Forge”). This naming convention will help you easily find profiles in your profile editor (which can get pretty extensive).
• Save Profile.
• Again, open the Profile drop-down menu and select the profile you just created (it won’t automatically be selected).
• Now click on “Play” and let the launcher download the files for the version you chose (be patient -- it may take a few minutes).
• When the game launches this time, you will see a new option (Mods!)

![Minecraft Mod Button](image.png)

**NOTE:** If Minecraft crashes at this point, it’s probably because you already had mods for another version of Minecraft in your mods folder. Remove them and try again.

• Go ahead and Quit Game.
• Now you are ready to load your mods!

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**ANY QUESTIONS?**
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SECTION 8 — GETTING MODS

- Step 1: Finding and Downloading a Mod
- Step 2: Installing/Playing a Mod
- Step 3: Organizing Mods
Step 1: Finding And Downloading a Mod

Precautions (again!)

- There is no singular, reputable place to find mods – every developer has their own way of publishing them. But, after a while, you get to know which sites you can trust.
- Some sources are more reliable than others. The hardest part of finding safe mods to download is avoiding all the dodgy-looking sites.
- Proceed with caution: as with any file that you download from the internet, exercise extreme caution before clicking on a download link and always run good virus protection on your device.
- Always triple-check before you click on anything that looks like a download link.
- For more specific information on mod “safety”, follow the links on my Resources handout.
Safe Places to Find Mods

- Most mod requests come as the result of watching somebody play on YouTube. If you’re watching a Mod Showcase, chances are there is a direct link to the mod’s download page in the “Show More” section just below the video.
- One of the best places to look is Minecraft Forum – most links from YouTube will take you there (*When given multiple options for a mod in Google, always choose the Minecraft Forum link.*)
- Download links from Minecraft Forum often take you to ad-sponsored pages, like AdFly and Mediafire. Both are safe, you just have to be sure to be careful where you click.
- Some mods have their own websites (like Buildcraft) and these are reliable sources.
- MCF Modlist is a searchable list of known mods organized by version (and also tells you what other mods you need in order to run it)
- Modpack Launchers: stand-alone launchers that provide modpacks (combination of multiple mods that all work together). Easy to download, mods load automatically (although they can be quite “laggy”). Technic Launcher (Tekkit, Big Dig, Attack of the B-Team), AT Launcher (Modsauce, Pixelmon), and Voids Wrath (Crazy Craft).
- More information by following links on the Resources handout.

*Amy – give examples of “tricky” mod sites*
GOOD NEWS!

I am making my own personal Mod Library available to all HSC conference attendees (and their friends!)

http://shanebowenedwards.com

You can download mods individually, or you can download the entire library, which contains approximately 200 MODS for various versions (from 1.5.2 to 1.8) and also the forge installers for the five main versions of Minecraft.

You’re welcome!
Step 2: Installing/Playing a Mod

- Mods come as either a “.jar” or “.zip”.
- **Immediately trash any downloads that end in “.exe”**
- The first thing I recommend is to immediately change the file name of the mod so that it starts with the version number (for example, [1.7.10] Lucky Blocks.zip) – this will make it infinitely easier to find and run the mod in the future.
- After you have installed at least one version of Forge, you will have a “mods” folder within your Minecraft folder.
- Drag your downloaded mod into the mods folder.
- Launch Minecraft
- Select the Forge profile for the appropriate version of Minecraft
- Click on “Play”.
- Before choosing Singleplayer and creating a new world, click on the “Mods” tab and make sure your mod shows up (Forge is responsible for the first three mods...you will always see those, you’re looking below them for your mod.)

![Mod List](image)

(If you don’t see your mod, you’ll need to go back to the drawing board!)

- Click Done and go ahead and create a new world!

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**ANY QUESTIONS?**
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Troubleshooting:

If Minecraft freezes or crashes after installing a mod, or you can't get the mod to work, here are some things to check:

• Is the mod compatible with the version of Minecraft that you're running?
• Is the mod you're trying to load compatible with the version of Forge that you’re running (check the specs on the page from which you downloaded the mod)?
• Did you download the correct version of Forge for the version of Minecraft that you're running?
• Does the mod need another mod in order to run?
• Are you running multiple mods that may be conflicting with each other?
• Is there any more info at the original page where you got the mod? Check the Minecraft Forums for other users having the same problems (there will almost certainly be some).

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ANY QUESTIONS?
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**Step 3: Organizing Mods**

The “Mods” folder within your Minecraft folder holds the mods that you are currently playing with. You need a central place to store mods when they’re not being used. And you need a naming convention that helps you find them quickly and easily.

- As soon as you download a mod, be sure to change its name so that it begins with the version of Minecraft it runs on – I like to put the version in brackets, for example: [1.7.10] Lucky Blocks 6.0.zip
- You can also modify the name so that it is recognizable to you (sometimes mod developers name their mods using abbreviations that make them hard to identify.) You don’t have to keep the original name in order for the mod to work.
- Create a folder called “Mods Unused” within your Minecraft folder.
- When not using a mod, move it out of the “Mods” folder and into the “Mods Unused” folder.
- Adjust the settings on the Mods Unused folder so that the files are listed by name (rather than date).
- Any mods that need to run together with other mods should be stored together in a folder who’s name references both mods.

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**ANY QUESTIONS?**
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SECTION 9 - SERVERS

A Minecraft “server” allows multiple players to play in the same world. A server is provided by a “host”, who creates a world on their computer and invites others to access it.

There are three types of servers:

- **LAN (Local Area Network)** – can only be accessed by players that are connected to your home network/wi-fi
- **Private Server** – available via the host’s IP address only to those that are invited.
- **Online Server** – available to the masses via the host’s IP address or web domain. *(see my Resources handout for links to popular child-friendly online servers.)*
How to Host a LAN Server:

- Launch Minecraft and enter Singleplayer mode
- Select an existing world (or create a new one) and click Play Selected World
- Pause the game (press Esc) and select Open to LAN
- Set the game mode and whether to allow cheats, then click Start LAN World
- Other players on your network can now join this game - when they select Multiplayer they should see the world in their list of available servers

NOTE: The game will only be available to other players for as long as the person who initially opened the game to LAN is still playing in the world. When they log out the LAN connection will close.
• **How to Host a Private Server**

   *NOTE: These instructions are for Windows servers. It’s slightly more complicated for MacOSX – the whole server installation process is explained well here:*

   [http://minecraft.gamepedia.com/Setting_up_a_server](http://minecraft.gamepedia.com/Setting_up_a_server)

   • Make sure you have a reliable, stable computer, with a fast CPU, a decent amount of RAM, the most recent version of Java, and fast upload/download speeds.
   • Create a folder and name it something meaningful, like “Minecraft Server”
   • Login at [http://minecraft.net](http://minecraft.net)
   • Go to the downloads page: [http://minecraft.net/download](http://minecraft.net/download)
   • Download the server jar

   ![Server jar download](http://example.com/server_jar.png)

   • Move the downloaded file into your Minecraft Server folder
   • Double-click on it (override the warning).
   • More folders will appear in your Minecraft Server folder and it will look like this:
• Open the file called “Eula” (using Notepad) and change the last word in the file from “False” to “True”

![Image of Notepad with Eula file]

• Save and close Eula.
• Double-click on the Minecraft Server file again (override the warning).
• More folders will be added to your original server folder:

![Image of file structure with new folders]

• Also, a (mostly empty) server window will open:

![Image of Minecraft server window]
• You can enter commands in the little bar on the bottom of the right-hand column:

![Screenshot of a server management interface](image)

• Examples of commands:
  o `/stop` (stops the server)
  o `/op playername` (gives op privileges to the specified player)
  o `/whitelist add playername` (adds player to the whitelist)

• Your server is now running!
Files In The Server Folder And What They Do

- **Logs** – keeps track of stuff
- **World** – the world you will be playing in (initially, it’s a randomly generated world, but you can replace it with any other world you’d like...just make sure to either name the folder “world”, or change the “properties” file to reflect the name of your new world folder)
- **Banned-ips and Banned-players**: keeps track of banned players
- **Ops** – keeps track of players that have been given “op” privileges (don’t modify this file – if you want to add people to the list, type the “/op playername” command in the server window
- **Usercache** – I have no idea, not important
- **Whitelist** – keeps track of players who have been whitelisted (if you specified “whitelist=true” in the Server file.) (don’t modify this file – if you want to add people to the whitelist, use the “/whitelist add playername” command in the server window.)
- **Server** – THIS IS AN IMPORTANT FILE. This is the Server Properties file where you adjust all the server settings. You can open it using Notepad and it looks like this:
To learn more about the different settings in the Server Properties file, go here: http://minecraft.gamepedia.com/Server.properties
Logging on to your Server

- First, determine your IP address. You can do this by visiting http://www.whatsmyip.org. It automatically detects your IP address and tells you at the top of the page.

- Launch Minecraft
- Click on Play
- Click on Multiplayer
- Click on Add Server
- Enter the IP address
- Click Done
- Your server will be on the list (probably at the bottom) and you can select it and click “Join”

Port Forwarding
If you have a router, then you will probably need adjust your router settings (called “port forwarding”) to allow outsiders to access your server. Basically, it involves accessing your router settings, which can be done via the internet, and assigning a specific port for gaming. Every router is different, so I can’t give specific instructions, but there are many websites that you can go to for reference, including this one: http://portforward.com.

FYI: Minecraft defaults to Port 25565. If you want to specify a different port, simply change the port number in the Server properties file (in the Minecraft Server folder you created).

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ANY QUESTIONS?
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