

# Minecraft

## Experiments

- <http://www.raspberrypi-spy.co.uk/2014/06/building-a-castle-in-minecraft-with-python/>

## Game

download launcher form <https://minecraft.net/it-it/download/> in ~/minecraft

```
java -jar Minecraft.jar
```

~/minecraft/options.txt

```
pauseOnLostFocus: false
```

launcher

~/minecraft/minecraft.sh

```
#!/bin/sh  
java -jar ~/.minecraft/launcher.jar
```

## Python

```
sudo apt install -y python3  
sudo apt install -y idle3  
sudo apt install -y python3-pip  
sudo pip3 install -U pip  
## sudo pip3 install  
https://github.com/py3minepi/py3minepi/archive/master.zip
```

Download mods.zip and python-scripts.zip from <https://github.com/arpruss/raspberrymod/releases>

```
cd ~/.minecraft  
mkdir -p mods  
cd mods  
unzip ~/Downloads/mods.zip  
cd ~/.minecraft  
unzip ~/Downloads/python-scripts.zip
```

## Server

```
mkdir ~/minecraft
cd ~/minecraft
wget
https://hub.spigotmc.org/jenkins/job/BuildTools/lastSuccessfulBuild/artifact
/target/BuildTools.jar
java -jar BuildTools.jar --vers 1.11.2
```

### [spigot.sh](#)

```
#!/bin/sh

java -Xms512M -Xmx1G -XX:+UseConcMarkSweepGC -jar spigot*.jar
```

### [~/minecraft/server.properties](#)

```
gamemode=1
force-gamemode=true
```

download raspberryjuice (1.10) from <https://dev.bukkit.org/projects/raspberryjuice/files> and put in  
~/minecraft/plugins

From:  
<https://wiki.csgalileo.org/> - **Galileo Labs**

Permanent link:  
<https://wiki.csgalileo.org/tips/gameengine/minecraft?rev=1503065998>

Last update: **2017/08/18 16:19**

