Minecraft

Experiments

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

connection

```
from mcpi.minecraft import Minecraft
from mcpi import block

mc = Minecraft.create(address="192.168.2.23")
```

say "Hello World"

```
mc.postToChat("Hello world")
```

get position

```
x, y, z = mc.player.getPos()
```

goto (jump)

```
mc.player.setPos(x, y+100, z)
```

put a block

```
mc.setBlock(x+1, y, z, 1)
mc.setBlock(x+1, y, z, block.STONE.id)
mc.setBlock(x+1, y, z, block.STONE.id, 2) # color 2
```

multi block

```
stone = 1
mc.setBlocks(x+1, y+1, z+1, x+11, y+11, z+11, stone)
```

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/raspberryjammod/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 --rev 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=1503071426

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