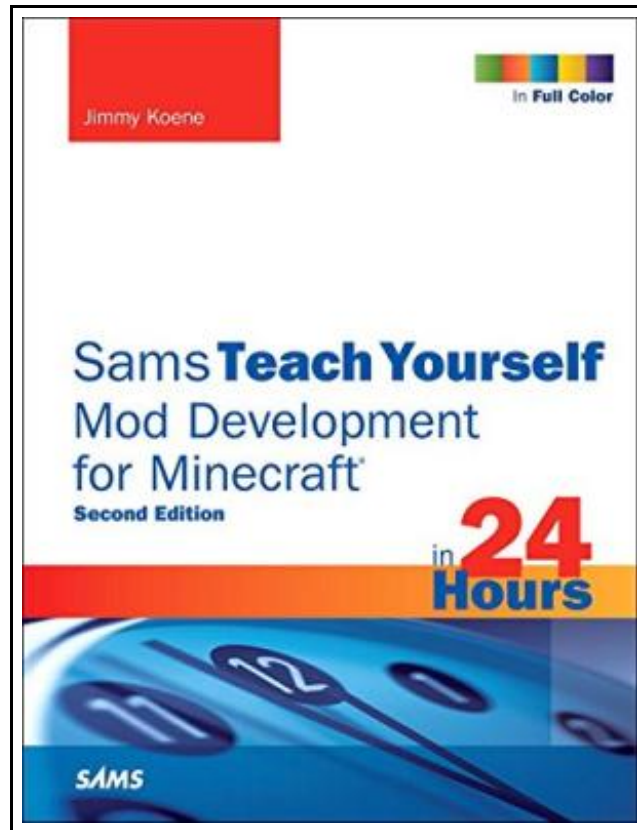# Sams Teach Yourself Mod Development for Minecraft in 24 Hours (2nd Revised edition)

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Reviews

Completely among the best pdf I actually have possibly read through. It is probably the most awesome pdf we have read. You wont really feel monotony at whenever you want of your time (that's what catalogs are for about in the event you ask me).
(Prof. Martine Lesch)

SAMS TEACH YOURSELF MOD DEVELOPMENT FOR MINECRAFT IN 24 HOURS (2ND REVISED EDITION)

Pearson Education (US). Paperback. Book Condition: new. BRAND NEW, Sams Teach Yourself Mod Development for Minecraft in 24 Hours (2nd Revised edition), Jimmy Koene, In Full Color! In just 24 sessions of one hour or less, Sams Teach Yourself Minecraft(R) Mod Development in 24 Hours will help you transform Minecraft(R) into anything you can imagine--and share your vision with millions of players worldwide! You'll learn all the mod development skills you need as you walk through a complete step-by-step project, complete with a mob, new tools, new armor, food, ores, and much more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for building any mod and creating any world! Step-by-step instructions carefully walk you through the most common Minecraft(R) mod development tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to.* Set up the environment where you'll write your mod* Create the basics for your mod with the Forge API* Establish a framework that makes it easier to build complex mods* Work with recipes and other small modifications* Create multiple recipes, items, blocks, and entities at once* Cook up food items that heal your players* Make custom pickaxes, shovels, and completely original tools* Use Tile Entities to create complex and unique mods* Create interesting custom armor for players* Generate entire worlds, including ores and plants* Design and generate new structures with MCEdit* Understand Entities and create Entity Models with Techne* Code mobs with a custom Entity Model * Manufacture Throwables* Edit Minecraft(R) functionality without breaking other mods* Structure, package, and release your mod*...

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