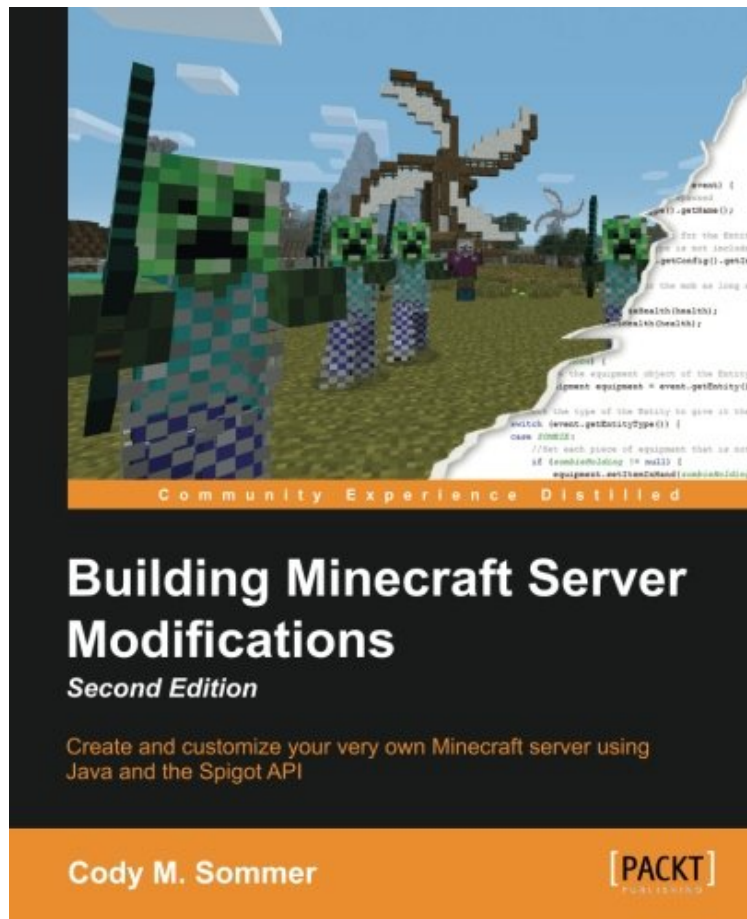


# Building Minecraft Server Modifications - Second Edition

Cody M. Sommer

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#3014031 in Books 2015-12-23 2015-12-23Original language:EnglishPDF # 1 9.25 x .36 x 7.50l, .62 #File Name: 178588302X158 pages | File size: 71.Mb

**Cody M. Sommer : Building Minecraft Server Modifications - Second Edition** before purchasing it in order to gage whether or not it would be worth my time, and all praised Building Minecraft Server Modifications - Second Edition:

Key FeaturesSet up a Minecraft server that you controlUse object-oriented programming to modify Minecraft regardless of your level of experienceThis interactive guide will help you create a unique experience for you and your friendsBook DescriptionMinecraft is a sandbox game that allows you to play it in any way you want. Coupled with a multiplayer server powered by Spigot, you can customize the game even more! Using the Bukkit API, anyone interested in learning how to program can control their Minecraft world by developing server plugins.This book is a great introduction to software development through the wonderful world of Minecraft.We start by instructing you through how to set up your home PC for Minecraft server development. This includes an IDE complete with the

required libraries as well as a Spigot server to test on. You will be guided through writing code for several different plugins. Each chapter teaches you new skills to create plugins of increasing complexity, and each plugin adds a new concept of the Bukkit API. By the end of the book, you will have all the knowledge you need about the API to successfully create any type of plugin. You can then practice and build your Java skills through developing more mods for their server.

What you will learn

- Install and run a Spigot server for free on your home PC
- Adjust the server settings to customize Minecraft to your liking
- Install an IDE and configure a project to write code
- Install and test plugins on a Spigot server
- Test your plugins through debugging the code
- Program in game commands and permissions
- Get to know advanced programming concepts such as event-driven programming, configuration files, saving/loading data, and scheduled tasks
- Implement configuration files to make your plugins customizable
- Save and load your plugin's data to persist across server restarts

About the Author

Cody M. Sommer graduated from SUNY Brockport with a bachelor's degree in computer science. During his time in college, he practiced his Java techniques by writing code for Bukkit plugins. The Bukkit project provided Cody with a fun way to develop software and continue to learn new things. After a few years, Cody authored the first edition of *Building Minecraft Server Modifications* in order to share his knowledge with the world. To this day, he creates new and exciting plugins for Minecraft servers. Cody has developed public plugins that are available for download, such as PhatLoots. He is also a private developer for servers such as ProspectMC. He even makes custom plugins for Minecraft events, which are hosted by him at his local library.

Table of Contents

- Deploying a Spigot Server
- Learning the Bukkit API
- Creating Your First Bukkit Plugin
- Testing on the Spigot Server
- Plugin Commands
- Player Permissions
- The Bukkit Event System
- Making Your Plugin Configurable
- Saving Your Data
- The Bukkit Scheduler

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