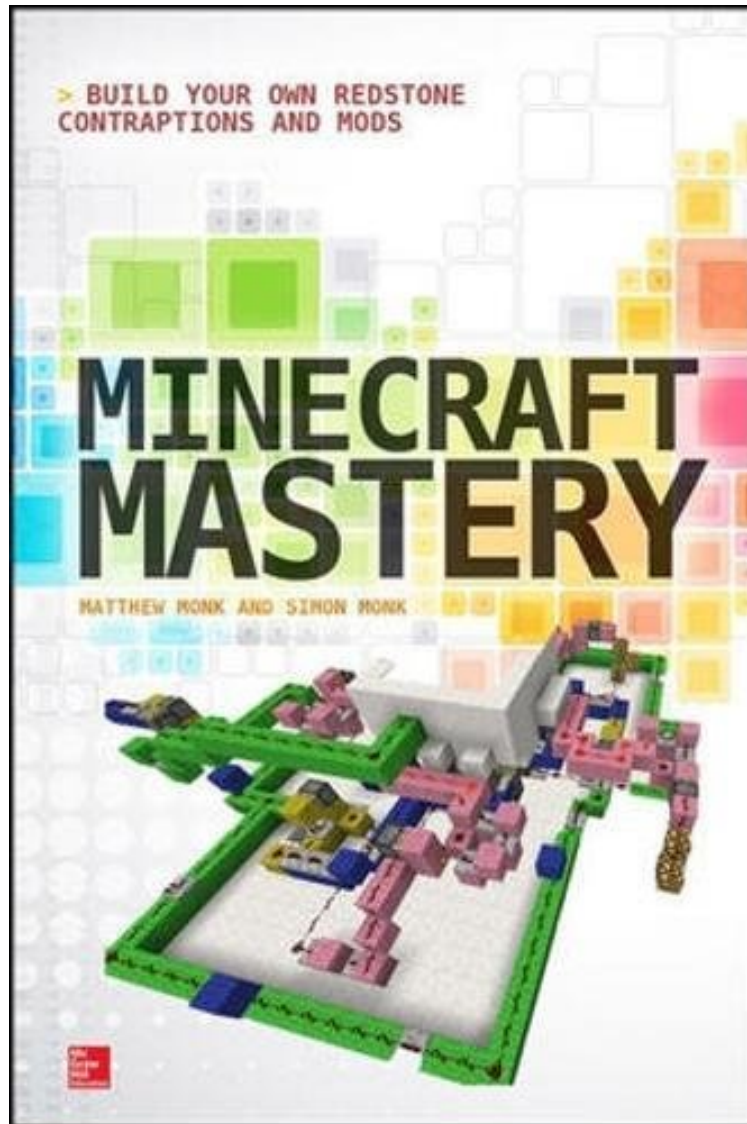


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Minecraft Mastery: Build Your Own Redstone Contraptions and Mods

Matthew Monk, Simon Monk
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#122551 in Books Monk Matthew 2014-08-05 2014-08-05Original language:EnglishPDF # 1 9.00 x .50 x 6.10l, .70 #File Name: 0071839666224 pagesMinecraft Mastery Build Your Own Redstone Contraptions and Mods | File size: 74.Mb

Matthew Monk, Simon Monk : Minecraft Mastery: Build Your Own Redstone Contraptions and Mods before purchasing it in order to gage whether or not it would be worth my time, and all praised Minecraft Mastery: Build Your Own Redstone Contraptions and Mods:

0 of 0 people found the following review helpful. Minecraft masterBy MamabearMy son loves anything minecraft

related and he loves to read. He said he likes the book so I'm giving it 5 stars. He's a pretty picky reader but whenever he likes a book, he won't put it down until he finishes it. 44 of 45 people found the following review helpful. Packed with ADVANCED Mods-- Outstanding Book

By Let's Compare Options

Preptorial

First, I wish the publisher would add a look inside, but to help, the contents include:

1. Intro. This book is NOT for beginners, and if you haven't even survived your first night, you've got to get into a larger learning curve before tackling these projects. There are brief snippets about the game, but remember, this book is about Redstone (electronics) and mods, including professional level programming. So if you're thinking of getting this for your advanced Lego child, rethink that.
2. This does start with the basics of Redstone. If you're new to Minecraft, it is a sim world that allows you to use cubes (ala Maya but with skinning and beziers above the Python and Java level to start-- programmers, read polygons) to build objects you'll need to succeed in the game. Redstone takes this a level further-- it is a sim material that allows you not only to build "lego" like structures and tools, but actually electronic components, circuits, weapons, traps, and entire computers! Redstone, and mods, are the reason Minecraft is far from just a game. Java, Python and Lua programmers have demonstrated entire computers from 0/1 on up, then linked their worlds to the real world with Raspberry Pi!
3. The rest of the 11 chapters and numerous websites and code, progressively advance projects of increasing complexity in construction and programming. These move between Redstone and mods.
- 3 is logic gates, 4 advanced Redstone locks and blocks, 5 a TNT cannon and more advanced electronics, 6 how to use Raspberry Pi as a "server" including MCEdit functions and "hosting" with Python (this is advanced material, but not as advanced as setting up a secure Microsoft server, for example);
- 7 Mod: qCraft (the quantum physics mod that allows very cool teleportation and other effects);
- 8 ComputerCraft mods with Lua (programming language) turtle projects and other deeper and detailed computing projects and examples;
- 9 using Forge and Eclipse tools for modding;
- 10 Thorium mod (blocks, skinning, textures, carts);
- 11, final, "item" mods like armor, and also details like GUI right clicks.

This is a one of a kind reference for the right reader, and is absolutely outstanding. McGraw Hill has been meticulous in checking the code, and the online code I've run is flawless if you've installed the mods correctly. You can even download an example starter world that's been tested with these mods, but here is a warning: mods are HARD! Since mods are outside the manufacturer, and part of the ad hoc developer community, you can't just use them as a template or plug in as you would with factory components, or even other software or programs like Maya and Photoshop. To get a little technical, since the manufacturer does not yet support or offer API's, developers (I'm one) have to screen scrub and use other code capture techniques that are "ugly" to develop mods. This means installing one that works is a chore in itself, and you have to know what you're doing. There are good instructions here on using numerous beginner mods, but to be very clear, I don't think you should start with this book if you have NEVER worked with mods! Once you've got the routine going, there ARE great details, but they assume you're at minimum a player and more likely have SOME experience with mods, if not redstone. The Redstone pieces are a little more forgiving, and the author takes those more from the beginning, plus there are a LOT of online cheats and code you can use as a library, pattern and template instead of coding from scratch. If you search under the keywords: "Minecraft Mods" you will see a LOT of beginning titles, including one free on Kindle Unlimited and many for under \$10 US that will lay the foundation you need to at least get installed and working. After that, this book has enough detail for an intermediate builder to get a lot. BUT the book does go a LOT farther with actual projects and programming, so the caveat for less experienced is a recommendation if you're at all into more advanced projects. And, if you're comfortable with Java, Python, Lua, etc. or a Pi user, you'll not be able to put this down. Highly recommended for the right audience, but be careful if you're buying as a gift for a younger or newer player. The real "intro" material does include Redstone, and although there are a LOT (eg github) of good Redstone materials online, this gives far more complete instructions if you tend to get stuck, since no really good error checking IDE's and SDK's exist yet for Redstone-- you do have to learn as you go, forums notwithstanding. The book's code IS on github as well as the book's website.

0 of 0 people found the following review helpful. Five Stars

By WareHouseGnome

Lots of good redstone projects.

SUPERCHARGE YOUR MINECRAFT REDSTONE SKILLS Enhance your Minecraft world by creating innovative devices and elements with Redstone. **Minecraft Mastery: Build Your Own Redstone Contraptions and Mods** reveals how to maximize the capabilities of this powerful, versatile red ore. Learn how to create logic gates, advanced mechanisms, and much more. You'll also find out how to host a Minecraft server, use the qCraft and Computer-Craft mods, and develop your own custom mods. Exponentially expand the dimensions of your world with help from this hands-on guide--the only limit is your imagination! Use basic Redstone items like levers, buttons, and lamps, and make an automated door. Create Redstone logic gates, clocks, and T-flip-flops. Build advanced contraptions--block swappers, concealed doors, a functional seven segment display, and more. Use miscellaneous Redstone items such as rails, minecarts, liquids, hoppers, and command blocks. Host a Minecraft server to open your world up to other players. Edit Minecraft worlds offline using MCEdit. Interact with Minecraft using Python on a Raspberry Pi. Create quantum physics-based contraptions and special effects with qCraft. Build ComputerCraft blocks and turtles and program them in Lua. Set up a Minecraft modding development environment using Forge and Eclipse. Make your own block-based mods and item mods. All code and example worlds from the book are available for download.

About the Author Matthew Monk (Preston, UK) is an experienced Minecraft player and author of the self-published eBook *ComputerCraft: Lua Programming in Minecraft*. Dr. Simon Monk (Preston, UK) has a degree in Cybernetics and Computer Science and a PhD in Software Engineering. He is the bestselling author of *Programming Arduino*, *Programming the Raspberry Pi*, and other books.