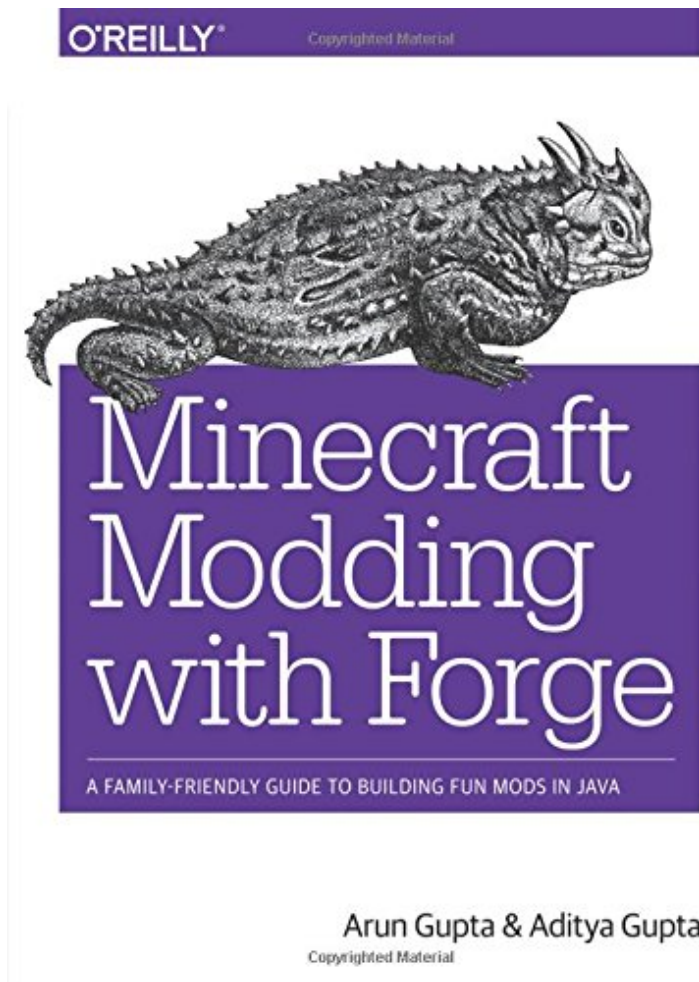


Minecraft Modding with Forge: A Family-Friendly Guide to Building Fun Mods in Java

Arun Gupta, Aditya Gupta
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Arun Gupta, Aditya Gupta : Minecraft Modding with Forge: A Family-Friendly Guide to Building Fun Mods in Java before purchasing it in order to gage whether or not it would be worth my time, and all praised Minecraft Modding with Forge: A Family-Friendly Guide to Building Fun Mods in Java:

21 of 23 people found the following review helpful. Good intro to writing 1.8 (Forge) mods. E-book format not-so-good a source of code snippets.By Wascally WabbitFirst, content-wise, this book is a very good place to begin learning to create mods for Minecraft 1.8.x (the version is important as it differentiates this book from others). It's by no means perfect (especially for someone you does not already know how to do Java programming on a PC); but it tries to walk the inexperienced reader through all the environment and third-party toolkit configuration that is required to begin modding and all that information is one place. It also has a very clear set of "lessons" it uses to get you started

with a variety of modifications you are most likely to want to attempt (at least as a beginner). If not for this book, you're basically stuck going through the myriad of online tutorials, articles, forums, videos, and existing mods source code as best you can. That said, this review (and its rating) is for the Kindle e-book variant specifically and is meant to influence those unsure of which format (digital or tree) to purchase. I bought this e-book specifically to use as a side-by-side companion to the running development environment (on a PC) with the expectation that I could cut-and-paste from the e-book (reader for PC) into the source editor with minimal fuss and follow the author's flow easily. This I thought was the major value-add of the digital kindle copy over the tree-based variant. I was wrong. Really, really, really wrong. With 's push into textbooks on Kindle I am surprised how bad an experience this is. In a nutshell, you cannot cut-n-paste the code snippets with some semblance of useful formatting and each copy attaches a massive copyright notice of some kind (so if I select and copy the text "org.devoxx4kids.forge.mods" I also get three sentences of legalese-junk that is not part of what I've selected). For goodness sake, it's a software coding "how to" e-book that you cannot cut the samples or tutorial code snippets out off. In summary, download the companion source files as directed by the author in the Introduction section; from these cut-n-copy snippets as needed. If the ability to lift code snippets directly from the tutorials into your development environment is why you're considering the e-book, don't. Buy the tree based book instead.

4 of 4 people found the following review helpful. This is an excellent beginner book. By maestro This is an excellent beginner book. They say no java experience is required (and that's almost true) but some basic java is helpful. That said, the book uses very basic java to get the game to do some pretty cool things. If you are a parent who's kid's play minecraft and you know a little java than this is the absolutely best place to start modding. I'm a single java programmer with no kids and I still got a decent bit out of this book. If you want to move on to some more advanced modding after this, I suggest Sams Teach Yourself Mod Development for Minecraft in 24 Hours. You definitely need to know java better for this but it teaches some more advanced modding techniques. The author of that book also maintains the wuppy29.com modding site and he really knows what he is talking about.

5 of 5 people found the following review helpful. I loved this book. By Michael I loved this book. It was easy to follow, especially in getting everything set up; specifically Minecraft, Forge, Eclipse, and the Java JDK. It's oriented as a "do as I do", copy what I've written for several example mods. It does make some attempt to explain what's happening, and does well for adult or older kid to understand. A determined kid could figure out why if he tries to extend the example to his own thing. I personally used it as a launching point for a Java modding class with 2nd years through middle school. I was able to use what the book offered to figure out how to make our own custom mods, rather than just following the book.

Playing Minecraft is a lot of fun, but the game is more engaging, entertaining, and educational when kids learn how to build modssmall programs that let them modify game elements and add content. This family-friendly guide teaches kids and parents how to create mods of different types, using the Minecraft Forge modding tool. No programming experience is needed. You'll not only build some amazing mods with the books easy-to-follow instructions, but you'll also learn how to work with Java, the same programming language that Minecraft uses. Why wait? Get started with computer programming and be more creative with Minecraft while you're at it! This book will help you: Learn the fundamentals of Minecraft Forge and other tools, such as Eclipse Start out by building and testing a simple chat message mod Build cool mods that make things explode on contact, and help entities jump higher and climb walls Introduce new Minecraft content, including commands, blocks, items, and recipes and textures Work with Java fundamentals such as classes, methods, annotations, control structures, and arrays Learn techniques for creating your own mods This guide is based on workshops the authors deliver to kids around the world.

About the Author Arun Gupta is a founding member of Devoxx4Kids USA. As a chair of the board, he oversees the organization's operations and ensures it stays true to its mission of promoting technology education amongst kids. During the day he works as Director, Developer Advocacy, at Red Hat and focuses on JBoss Middleware. He has spent several years building and coaching middleware applications at Sun Microsystems and Oracle. He is also a highly sought-after international speaker and JavaOne Rockstar who has given presentations in over 40 countries on numerous topics. A best-selling author, avid runner, globe trotter, Java Champion, and Silicon Valley JUG leader, he is easily accessible on Twitter at @arungupta.