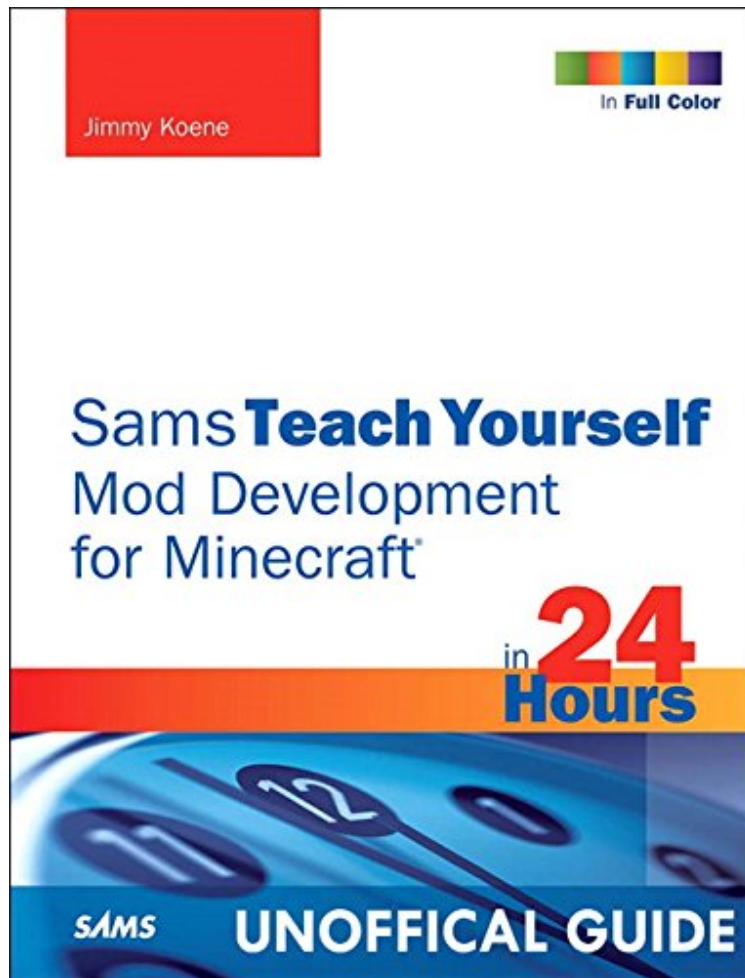


Sams Teach Yourself Mod Development for Minecraft in 24 Hours

Jimmy Koene

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Jimmy Koene : Sams Teach Yourself Mod Development for Minecraft in 24 Hours before purchasing it in order to gage whether or not it would be worth my time, and all praised Sams Teach Yourself Mod Development for Minecraft in 24 Hours:

2 of 2 people found the following review helpful. Useful: Covers Common Elements of Modding in Sufficient DetailBy No OneBefore getting this book I had already created a moderately successful mod (Doomlike Dungeons) for Minecraft 1.5.2 and updated it to versions 1.6, 1.7, and 1.8 of the game, as well as a couple smaller mod (one of which is silly and will never be released, the other is hidden in my Adventrues of the Ancients modpack to round things out and tie them together). So, you might be asking now, why would I read a book about modding when I can already do it? Well, there are other areas of modding that I've not done much with. Having a information on common aspects of Minecraft modding in a convenient, self-contained package is something that could save many hours of either digging blindly through the games source code (though that can still be useful) or searching for tutorials online.

I find this book well written and complete for the topics it covers (I do wish I had a section on dimension modding). For someone new to modding this should teach them all the basics. The description of Java concepts is a bit awkward and simplistic, but for Minecraft and Forge related material is quite good. It would have been nice to have had this when I first started learning to mod. Now, for a complaint I've seen: this is for 1.7.10, not the latest 1.8 version of the game. Well, any book you get will likely be behind when or soon after its release -- new updates keep coming out, and probably will as long as people keep buying the game. The good news is this: Once you know how to do something with one version you have a good starting place for figuring out other versions, even if the new (or older) way is a little different. On another key point is Java language and programming in general. You actually can create simple mods without really knowing Java by just following instructions by rote. But, learning Java will pay off greatly -- when you understand Java many things that might seem arbitrary start to make sense. Knowing Java also lets you begin reading the Minecraft source code itself and going beyond what others tell you in books, videos, or other sources. An understanding of Java will give you far more freedom and power, allowing more creativity in your mods. Therefore I would recommend a book like Teach Yourself Java in 21 days (or 24 hours) for those with some programming experience and younger readers. The freely available Java tutorials from Oracle are also very good if you have some programming experience. If you really want to fully unleash your creativity the book Game Programming Patterns and a beginning book on algorithms and data structures and/or game programming will take you to the next level. Without an understanding of data structures and algorithms Doomlike Dungeons would not exist. All around I would recommend this book to anyone starting out modding Minecraft, but again, not without a beginning Java book unless you are already a Java programmer (fortunately I was).

6 of 6 people found the following review helpful. Superb! By ZakSam's teach yourself covers every aspect needed to create a fully functional mine craft mod. I came in with no experience except some basic java and by the time I had finished the book I felt comfortable with all the aspects covered. The examples are well explained and the pace suits all levels of Java experience. highly recommended!!!

1 of 1 people found the following review helpful. Only supports older version 1.8 of Minecraft By Badger Fan Would give it five stars if they supported Minecraft 1.9 on their support site. My son loved it until the point on how to modifying a food item which errors out since the book and their website only supports Minecraft 1.8 and my son is using version 1.9. Since the book was less than a year from being published I assumed incorrectly it was current and also since it provided access to online code updates I assumed the author would keep the code base current but that is not the case. If not supporting newer minecraft versions it would have been nice to have a page or 2 explaining when the parameter list of a function changes how to look up the updated function call to know what to put in the parameter list.

In Full Color! In just 24 sessions of one hour or less, Sams Teach Yourself Minecraft Mod Development in 24 Hours will help you transform Minecraft 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 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 functionality without breaking other mods
- Structure, package, and release your mod

Master Java programming techniques you can use far beyond Minecraft This book was not created by and is not endorsed by Notch Development AB Corporation/Mojang Synergies AB Corporation.

About the Author Jimmy Koene maintains one of the worlds most popular Minecraft mod websites (www.wuppy29.com/minecraft/modding-tutorials/forge-modding/). He is one of the only Minecraft modders who consistently maintains and updates his online tutorials. Also an expert Java and C++ programmer, he has written an Android Minecraft app that has been downloaded more than 30,000 times along with various other smaller apps. He also maintains several Minecraft mods that cover many different aspects of Minecraft, ranging from slight changes to how food works to mods that completely change the way you play.