

Minecraft

From time to time I host a server for myself and a few friends, but new people are welcome too!

It's down most of the time.

Info

- **IP:** minecraft.rys.pw
- **Default game directory:**
 - Windows: C:\Users\YOURUSERNAME\AppData\Roaming.minecraft (%APPDATA% in file explorer)
 - Linux: ~/.minecraft
 - You can launch .jar files on with "java -jar file.jar". Package with java is named "jre8-openjdk" on Arch and "openjdk-8-jre" on Ubuntu.
- **Pirated MC note:** You can use TLauncher to download the game if you do not have a paid account. There's account switch mod which lets you choose the username.

Installation

- [Install 64-bit java](#)
- **MultiMC** (must have paid account)
 - [Install MultiMC](#)
 - Set minimum and maximum RAM allocation to '16384 MB' after launching MultiMC
 - Create a new 1.12.2 instance
 - Edit it, install latest Forge in the Version tab
 - Click View Folder in the Loader Mods tab - drop the [mods](#) in this folder
- **Manual** (not recommended)
 - Download the game, forge and [mods](#)
 - Copy the contents of the downloaded folder(Minecraft 1.12.2) to the default game directory
 - Run Minecraft client, login, quit
 - Run forge .jar and click OK (**Install the client version** which is selected by default)
 - Run Minecraft client, click Edit Profile
 - Select appropriate forge version under the Use Version column(they're at the bottom of the list)

- tick "JVM Arguments" checkbox and add/edit these parameters -Xms16G -Xmx16G
- Finally, if you're still having trouble, there's [an old video tutorial](#)

Notes

Clear all items on the ground - /kill @e[type=Item]

[Where to get Forge](#)

[Main place to get mods](#) rarely, some mods won't use Curseforge but a build server or a webpage (IC2 for example)

-Xms is startup memory and -Xmx is maximum allowed memory. **-Xms8G -Xmx8G** - makes minecraft start with 8GB and will let allocate memory up to 8GB as needed... This is useful as reallocation is costly so let's just go with max.

```
# Will install/update server + forge in the current directory.  
java -jar forge-*-installer.jar --installServer
```

[Modlist](#)

[Server setup](#)

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