

# 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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