

Overview

This guide steps through installing the software bundle for Mod Design. In addition to Eclipse (an integrated development environment used for developing Java application) and GIMP (an image manipulation program used by graphic designers and illustrators), the bundle includes a developmental version of Minecraft configured for the course.

Because installation and verification can take up to an hour, we recommend installing the necessary software before students begin the course or plan to devote the first course session to installation.

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System Requirements

Important!

Because students must access their saved project files from one session to the next, students need:

- Access to the same computer each session
- To be able to save files to the desktop

Hardware

- PC or Mac (not tablet or Chromebook)
- Windows 10, 8, 7, or Vista, or Mac: OS 10.8 or higher, 64-bit (after 2008).
- CPU: Intel(R) Pentium(R) N3530 (or better)
- 4 GBs of RAM
- 7 GBs free disk space

Graphics

- GPU (Integrated): Intel HD Graphics (Bay Trail) or Radeon HD 6230 (or better)
- GPU (Discrete): GeForce 710 or Radeon HD 6450 (or better)
- Graphics card must have OpenGL 4.0 compatible graphics (or better)
- Using a monitor that allows for at least a 1280 x 768 resolution

Network

- Speeds of at least 1mbps

Other

- Headphones

- Mouse w/ scroll wheel

Enhanced Experience (Optional)

The requirements above are minimum requirements. For a smoother performance, substitute the CPU and GPU requirements with the recommendations below:

- GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4
- GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4
- CPU: Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent

Because a developmental version of Minecraft is included in the software bundle, students are not required to have the Java Edition of Minecraft installed to complete their project. However, if students want to play the exported version of their mod at the end of the course, they will need to have the Java Edition of Minecraft installed. For this, they need:

- [Minecraft for PC or Mac](https://minecraft.net/en-us/store/)¹ and a [Mojang account](https://minecraft.net/en-us/store/minecraft/?ref=h#register)² (Must be Java Edition and not Pocket Edition, Windows 10 Edition, or Minecraft for Education).

Frequently Asked Installation Questions

How long will it take to complete the installation?

It can take an hour or more to complete the installation.

What if the student won't have the same computer every day?

The appropriate software needs to be installed on all computers the student may use. Additionally, students need to access their project files on each computer.

What if students want to work on their projects from another computer? / How can students ensure they have access to their project files?

Contact Apex Learning support. We will work with you to find a suitable method of moving projects between computers.

Why can't students save project files to a network location, or a cloud based storage solution like Google Drive or OneDrive?

The Mod Design course software uses static file paths which are generated during the installation process. Moving course files to a network storage, or cloud storage, location will break these static file paths and cause resources, or the student's project, to not link properly in Eclipse.

Download Course Software

Students can download the software bundle from the first page of the course (Unit 1 Overview).

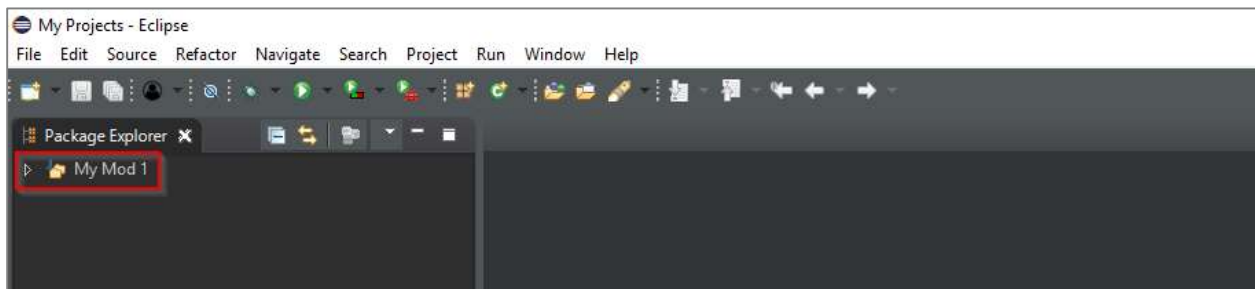
If an administrator needs to install the software, follow these steps.

1. Download the course software:
 - PC installer: <https://downloads.apexlearning.com/MD2/MD2-Mod-Design-2-10.1.1.exe>
 - MAC installer: https://downloads.apexlearning.com/MD2/Mod_Design_2.dmg
2. Install the software on the computer the student will be using.

¹ <https://minecraft.net/en-us/store/>

² <https://minecraft.net/en-us/store/minecraft/?ref=h#register>

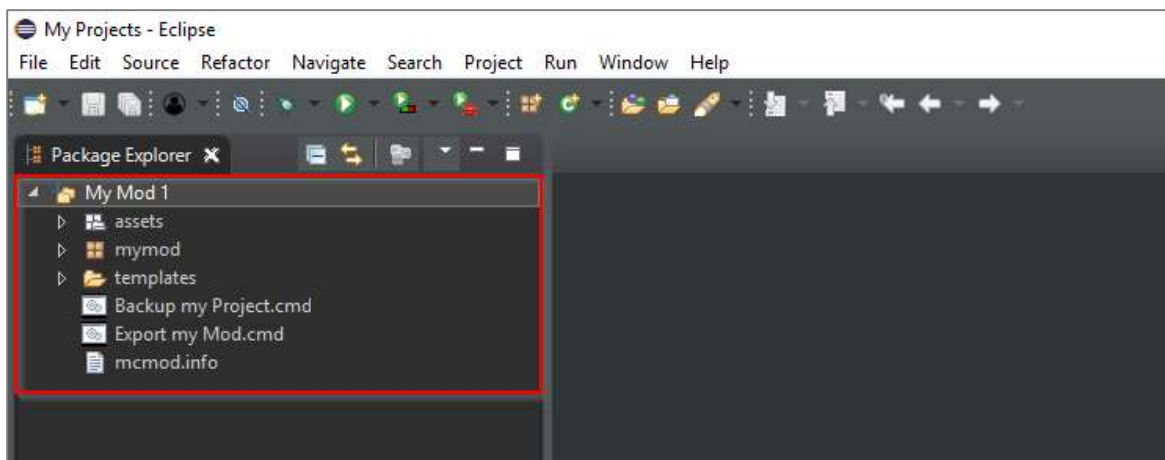
- a. Run the installer once the download completes
 - b. Once the installer window opens, click the *Next* button
 - c. In the following window, click the *Next* button to begin the installation process
 - d. Close the “Successful Install” Dialog
3. Launch Eclipse and verify content.
 - a. Navigate to *Apex Learning > Mod Design > My Projects* folder on the Desktop
 - b. Click the *Install New Mod Project.cmd* file (MAC: *Install New Mod Project.command*). A popup console window should appear showing the install progress.
 - c. Once the console window disappears, go back to the *Apex Learning > Mod Design* folder on the Desktop
 - d. Launch Eclipse using the *Eclipse* shortcut icon.
 - e. Validate My Mod 1 is viewable in the Package Explorer (Yes, it should show My Mod 1 and not My Mod 2).




4. Expand the *My Mod 1* directory to ensure the correct packages & files are displaying properly. You should see: *mymod*, *assets*, *templates*, *Backup my Project.cmd*, *Export my Mod.cmd*, *mcmmod.info*.

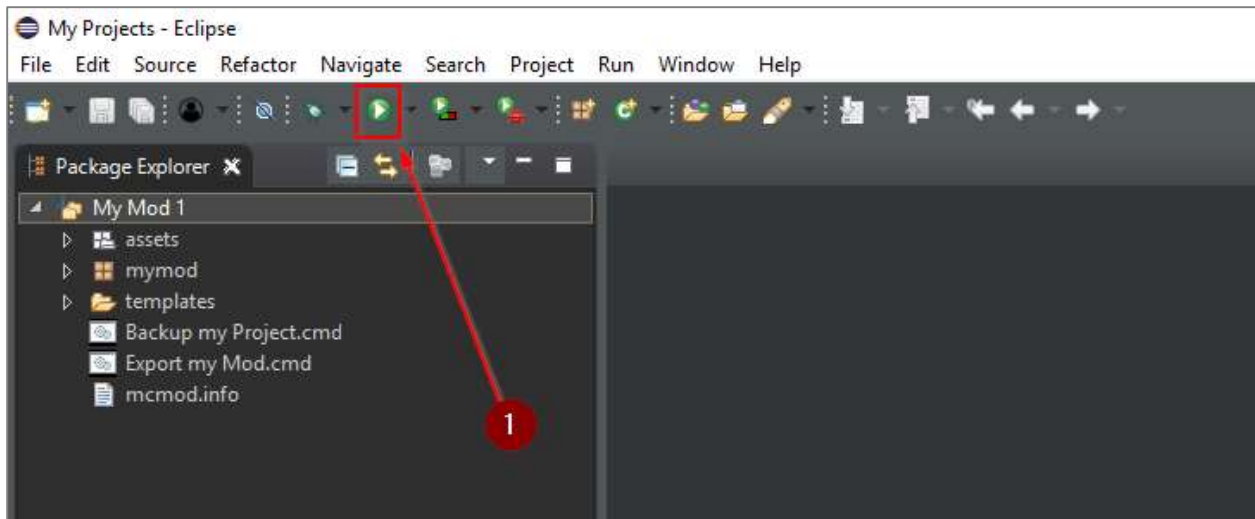
The *assets*, *mymod*, and *templates* packages should all be expandable (click the arrow icon on the left side of each package in the *Package Explorer* window).

Backup my Mod.cmd, *Export my Mod.cmd*, and *mcmmod.info* should not be expandable and should only display as single files. (MAC: *Backup my Mod.command* and *Export my Mod.command*).



Test and Verify Minecraft Installation

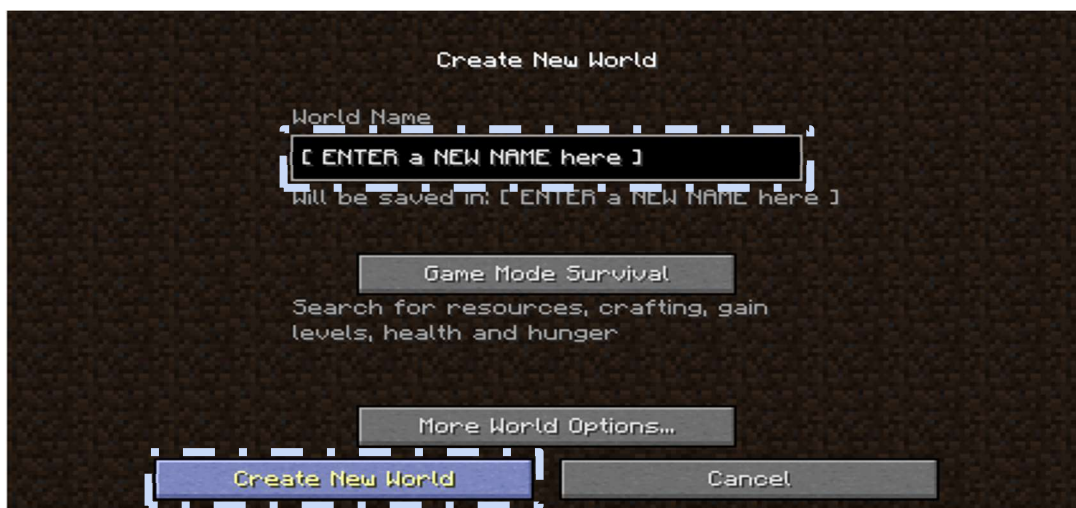
1. Click the **Run** button () from Eclipse to open the Minecraft game launch dialog window.



2. Click the *Singleplayer* button within the Minecraft game launcher dialog window.



3. Click the *Create New World* button.
4. Enter a World Name and click the *Create New World* button. Minecraft will load.



5. Test for smooth, glitch, and crash-free gameplay by using keyboard keys W, A, S, D, and spacebar to navigate, move your player character around the world.

W = Forward

D = Right

A = Left

Spacebar = Jump

S = Backwards

If the Minecraft world loads extremely slowly, there is a large amount of lag during play, or Minecraft crashes shortly after a New World is created, please contact Apex Learning Support to confirm performance benchmarks are consistent with the expectations of a high-quality student experience.

Installation Complete! *If all of the above steps worked, you have properly installed the software and content required for Mod Design.*

Installing Tabula & Exporting Final Mod at the End of Course

In the *Apex Learning > Mod Design > Resources* folder, you may notice that there is an installer for Tabula. Students use Tabula in the Advanced Topics of the Mod Design course to create custom entity models. You can't properly run this installer until the student exports their mod which is done at the end of the course. When a student exports their mod, background processes also install the correct version of 1.12.2 Forge (which students use to run their mod in Minecraft). If students don't have permission to install software onto their computers, an administrator will be needed to run the Tabula installer toward the end of the course.

Eclipse and 3rd Party Sites

Students using Eclipse may discover options to navigate away from the tool to related websites via the Help menu. To ensure students do not gain access to online forums or other potentially questionable content and remain focused on the work they need to complete, we suggest clients block access to the following URLs:

- <https://www.eclipse.org/forums/>
- <https://wiki.eclipse.org/IRC>

Students will have access to a Marketplace through the Help menu where students can search for and download projects, tools, themes, etc. This happens within the software and cannot be blocked.

Support

Online Help is available to site coordinators, teachers, and students by signing in to Apex Learning and selecting Help in the main menu.

The Apex Learning Support team is available Monday – Friday, 7:00 AM – 9:00 PM Central Time.

- 1-800-453-1454 option 2
- support@apexlearning.com
- Chat is available via online Help

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