Building Minecraft Server Modifications

By Cody M. Sommer

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Discover how to program your own server plugins and augment your Minecraft server with Bukkit

Overview

• Create your own Minecraft server mods
• Set up a Bukkit server that all your Minecraft friends can play on
• Step by step instructions guide you through the creation of several unique mods

In Detail

If you have ever played Minecraft on a public server then the chances are that the server was powered by Bukkit. Bukkit plugins allow a server to be modified in more ways than you can imagine. Learning to program your own server mods will allow you to customize the game to your own liking.

Building Minecraft Server Modifications is a complete guide that walks you through the creation of Minecraft server mods. From setting up a server, to testing your newly made plugins, this book teaches you everything you need to know. With the help of this book you can start practising for a career in software development or simply create something awesome to play with your friends.

This book walks you through installing your own Minecraft server for you and your friends. Once your server is running, it will aid you in modifying the game by programming Bukkit plugins. You will learn how to program simple plugin features such as player commands and permissions. You will also learn more complex features including listening for events, creating a configurable plugin, and utilizing the Bukkit scheduler. All of this will be accomplished while writing your own server mods.

You will become familiar with the most important aspects of the Bukkit API. Additional API features will become a breeze to learn after tackling these more complicated tasks.

What you will learn from this book

- Set up a Bukkit-powered Minecraft server including port forwarding
- Download and set an IDE to prepare for programming using the Bukkit API
- Get to grips with the process of installing and testing server mods on your Bukkit server
- Learn the basics of the Java programming language to begin writing your plugins
- Handle Bukkit events that occur on a Minecraft server
- Create customizable plugins to please multiple users
- Set up permissions on your server and include permission checks in your projects

Approach

Building Minecraft Server Modifications is a unique guide that will walk you through the entire process of developing mods for your Minecraft server.

Who this book is written for

Building Minecraft Server Modifications is great for anyone who is interested in customizing their Minecraft server. Whether you are new to programming, Java, Bukkit, or even Minecraft itself, this book has you covered. All you need is a valid Minecraft account. If you are interested in software development then this book will help you get started. If you are simply interested in playing Minecraft with your friends then this book will help you make that experience even more enjoyable.

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Editorial Review

About the Author

Cody M. Sommer

Cody M. Sommer has always been interested in computers. In his free time he would take them apart just to learn more about how they worked. He eventually began building computers for himself and others. Cody would spend many hours a day on his computer whether he was playing games, browsing the internet, or learning more about how they work. It wasn't until his college career that he was introduced to software development. During his senior year of high school, Cody began taking courses in Computer Science at The College at Brockport: State University of New York. The college primarily taught the Java language due to its vast presence in modern software.

After a year or so, Cody had a solid understanding of Java and various programming techniques. He was anxious to put these to use. His first out-of-school project consisted of programming a solitaire type card game to play itself and print out statistics on the results. This is when he discovered that the game he had been trying to win for the past few months only dealt a "winning" deck about once in every 1000 games. Being able to control a computer to complete a task fascinated Cody. Programming the card game took less than one week so he had to find another project; preferably one that would be challenging, keep him busy, and not be completed for a long time. This is when he discovered the Bukkit project.

Both Minecraft and the Bukkit API are programmed in Java which Cody knew very well. On the Bukkit forums were countless server administrators just waiting for a developer to come along to create their idea. All that was required of him to begin creating Bukkit plugins was to learn the Bukkit API. Cody first dissected a few public projects to study their structure and get an idea of how these server plugins were programmed. Through self-teaching and with the aid of more experienced developers, he eventually managed to create his first project, called Turnstile. This plugin required that players on a Minecraft server pay in-game money to enter specific areas, such as subway stations. He developed several plugins his first few months. Most of these were requested by other people. However, two of his favorite projects, PhatLoots and TextPlayer, were his original ideas.

Cody enjoyed pushing the game to its limits. The creation of TextPlayer is one example of this. The plugin allowed Minecraft players or server admins to always be connected to the servers that they play on. This was all done through e-mail and text messages. People could be alerted on their phone of events that occurred on the server. These events included a friend logging on, a player vandalizing the game world, or a player entering their house or property. The plugin grew to allow people to communicate back to the server which also allowed admins and moderators to run server commands from their cell phone.

These various projects aided Cody in learning Java. Most of his programming knowledge came from school but some things are not fully understood until they are put to use in a real-life scenario. Depending on their complexity, Bukkit plugins can even help developers practice advance programming techniques, such as recursion, algorithms, and data structures. Through timing reports, a developer can improve their code by finding slowly executing blocks of code. Some of the most important steps of the software development life cycle are emphasized in Cody's Bukkit plugins. These steps include bug fixes, addition of new features, and writing code that is prepared for future changes in the project.

Users Review

From reader reviews:

Ricardo Hamilton:

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Rose Heck:

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