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Learn to Program with Minecraft Plugins, 2e (Paperback)

By Andy Hunt

The Pragmatic Programmers, United States, 2014. Paperback. Condition: New. 2nd ed.. Language: English . Brand New Book. The first edition of this book used the Bukkit modding server and library, which was taken down due to a legal dispute in September 2014. This new edition has been completely revised to replace Bukkit with the CanaryMod library. The bestselling, kid-tested book for Minecraft is now updated for CanaryMod! Write your own Minecraft plugins and watch your code come to life with flaming cows, flying creepers, teleportation, and interactivity. Add your own features to the Minecraft game by developing Java code that plugs in to the server. You ll manipulate and control elements in the 3D graphical game environment without having to write tons of code or learn huge frameworks. No previous programming experience necessary. Expand your Minecraft experience! You ll learn how to write Java code and build plugins for your own Minecraft servers using the popular Java programming language. This new edition has been completely revised to use the freely-available CanaryMod library. You ll create plugins that can change blocks from air to stone, or spawn cows and creepers. You ll write plugins that react to game events, and even...



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