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**Minecraft Mod Instructions**

This mod allows the player to create a rifle, cannon, and ammo for each one using Modloader and MCP (Minecraft coder pack) in Eclipse. You will need MCP and a 1.5 version of Minecraft. The setup of the mod into Minecraft is the same for all modding. For making the mod make sure you have a version of MCP and Modloader that are compatible with your version of Minecraft.

To create all of this on a flash drive, you must first have Minecraft on the flash drive. You cannot use Minecraft on the computer because it may crash the game when you try to run it. With all of this you need the most current version JRE (Java run-time environment) and JDK (Java Development kit).

Now you need to setup you Minecraft mod work space. Steps for this can be found at

<http://www.minecraftwiki.net/wiki/Mods/Creating_mods/Setting_up_the_MCP_workspace>

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This will give you links to Modloader and MCP it also has links to other Minecraft API’s. Follow the instructions carefully for the type of computer system you are using. One mistake can ruin the mod! If you want this on a flash drive follow the steps for your machine but simply place it on the flash drive you are using. I recommend that you make a copy on the computer and update it regularly in case you lose your flash drive. Remember if you make the mod for the 1.4 version of Minecraft it will not work for the next version until you update it. Updating requires you to install Modloader and MCP again and remake your workspace. Another thing to do is get an older version of Minecraft that is compatible with your mod. This shows the compressed file of MCP and Modloader in a folder with the JDK and JRE. Keeping the MCP and Modloader file is optional after making the workspace but if you want to create another workspace it is recommended that they are kept to save time from downloading them again.