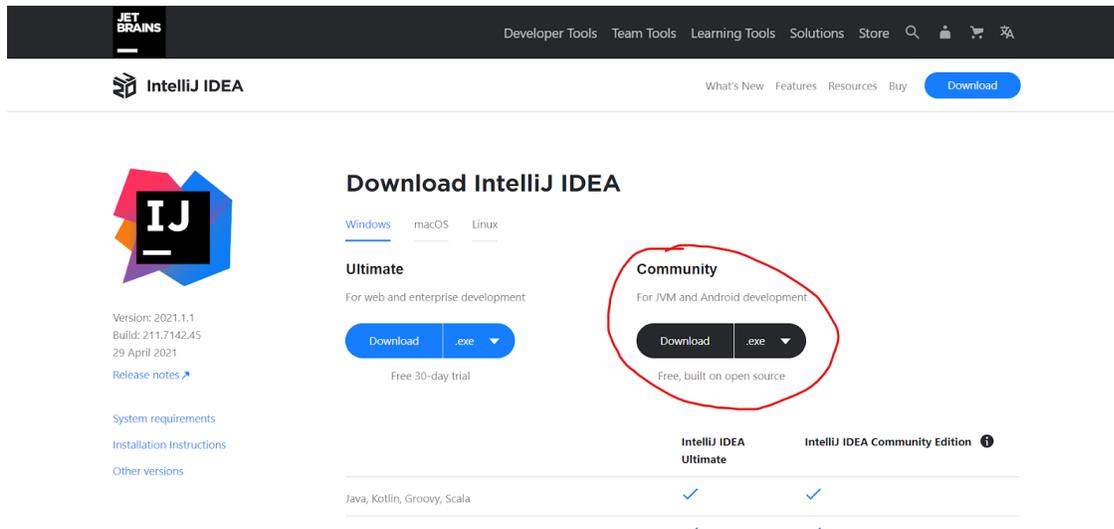


Installing your Minecraft Modding environment.

Hello! This guide will show you how to install the Minecraft Modding Environment on your computer! You will need to download and install three things: IntelliJ, the Java Development Kit, and Forge.

Click [here](#) to install **IntelliJ**.

Download the Community Edition for your operating system, and run through the installer.



The screenshot shows the IntelliJ IDEA download page. The 'Community' download button is circled in red. The page includes the IntelliJ IDEA logo, version information (2021.1.1), and links for system requirements, installation instructions, and other versions. The 'Community' section is highlighted with a red circle, and the 'Download' button is also circled in red.

Install the **JDK**(Java Development Kit) [here](#).

Select OpenJDK 11 (if you download 8 instead, it should work fine), do not choose 16 or else you may run into compatibility issues. Select hotspot on the right hand side, and then download.



The screenshot shows the AdoptOpenJDK download page for Windows x64. The 'OpenJDK 11 (LTS)' radio button, the 'HotSpot' radio button, and the 'Latest release' button are circled in red. The page includes the title 'Download for Windows x64', two sections for choosing a version and a JVM, and a 'Latest release' button with the version 'jdk-11.0.11+9'.

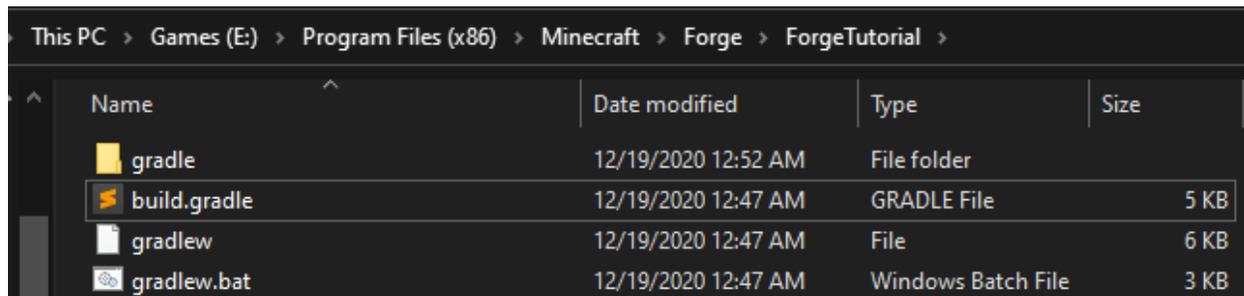
Click [here](#) for the **Forge** install webpage.

Download the **Forge MDK** by clicking the MDK button. We will be using version 1.16.1. Make sure that you are downloading 1.16.1, it should say MC 1.16.1 above the MDK download button.



Once the forge MDK has been downloaded, find the install location of the Mdk (Should be in Downloads.)

- Create an empty folder wherever you'd like (If you're not sure where, just put it in Documents). Extract these four files into the folder you just created.
 - gradle Folder
 - build.gradle
 - gradlew
 - gradlew.bat

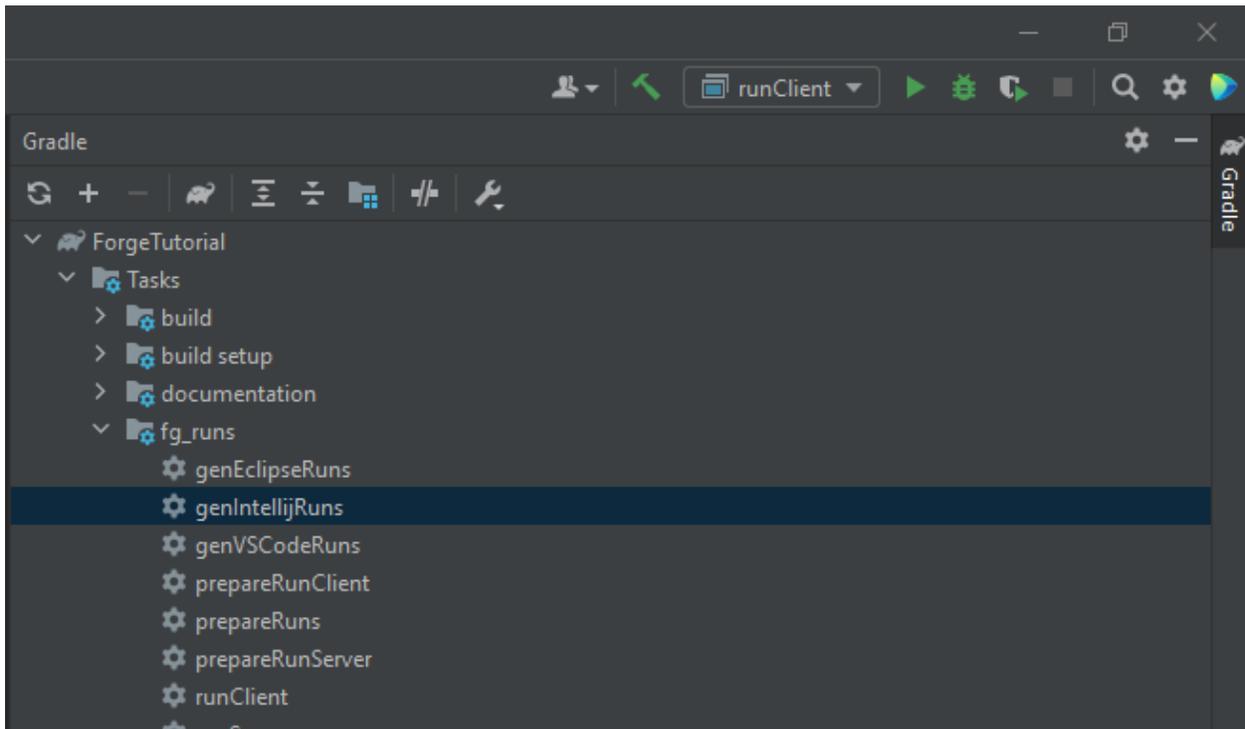


Open IntelliJ and open a project at the created folder

- File -> Open -> Find Created Folder -> Select build.gradle -> Open in this window -> Open as project -> Trust Project
- Let IntelliJ run its setup

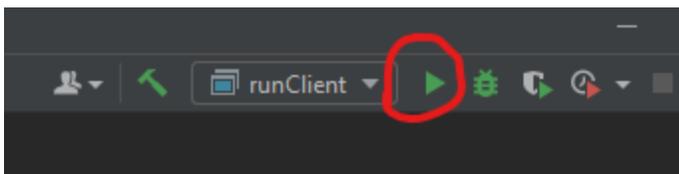
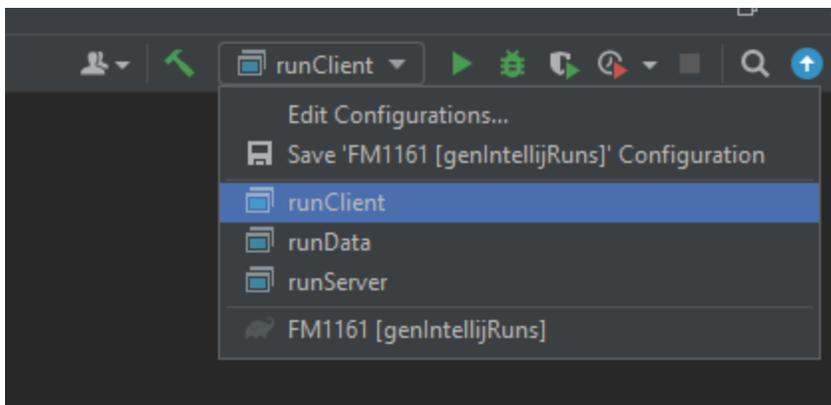
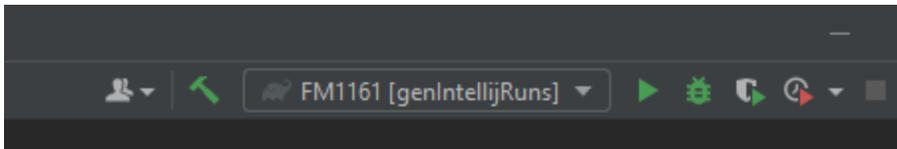
On the right hand side of screen, click on the little 'Gradle' elephant

- Run the genIntelliJRuns file
- Click 'Folder Name' -> Tasks -> fg_runs -> genIntelliJRuns
- Let this run until you receive 'BUILD SUCCESSFUL'



Now we can test to see if our mod is recognized in Minecraft.

- Click on the dropdown menu on the top right corner of the screen.
- Select “Run Client” in the dropdown menu.
- Click the play button and wait for Minecraft to open. This may take a minute or two.



- Once Minecraft opens up, click on “Mods” in the main menu.



- If the setup is successful, you should be able to see a mod named "ExampleMod."

