



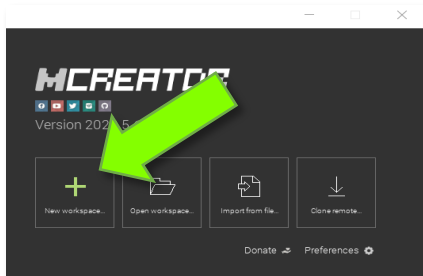
**MODDING
WITH MINECRAFT®
NINJA GUIDE**

DAY 1

MCreator

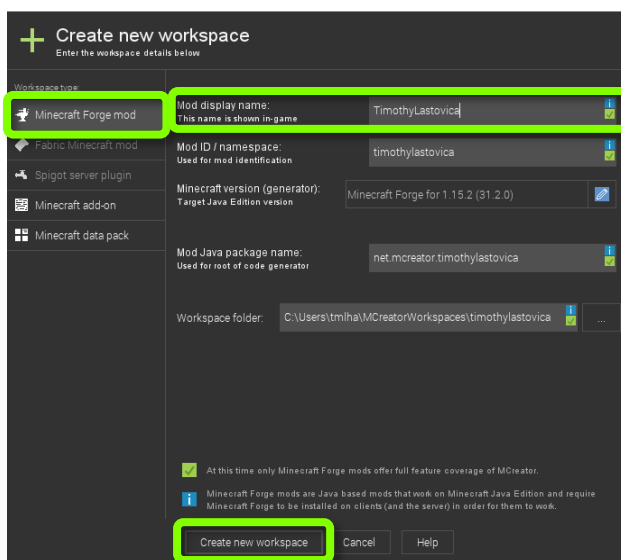
Set Up MCreator

1. Install MCreator.
2. Create a **new workspace**.

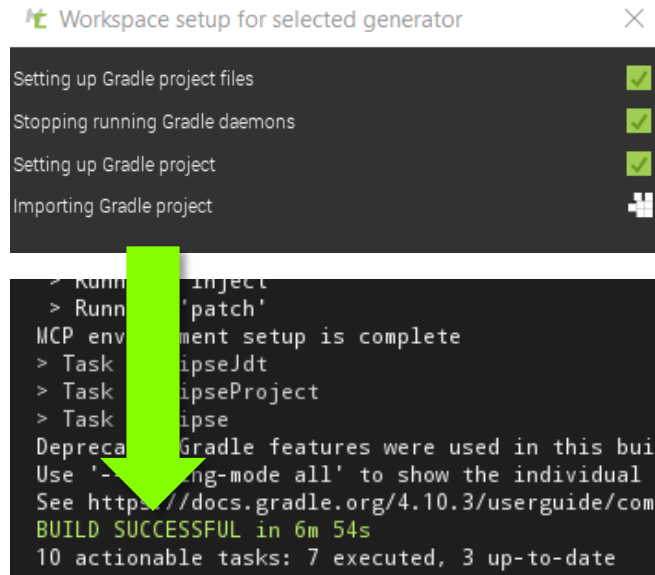


Set up the Workspace

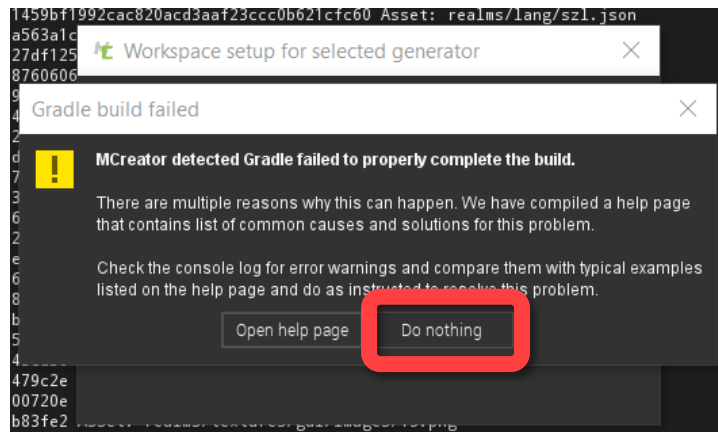
3. Make sure **Minecraft Forge mod** is selected.
4. Type your first and last name with no spaces as the **Mod display name**.
5. Leave other options as they are.
6. Click **Create new workspace** at the bottom.



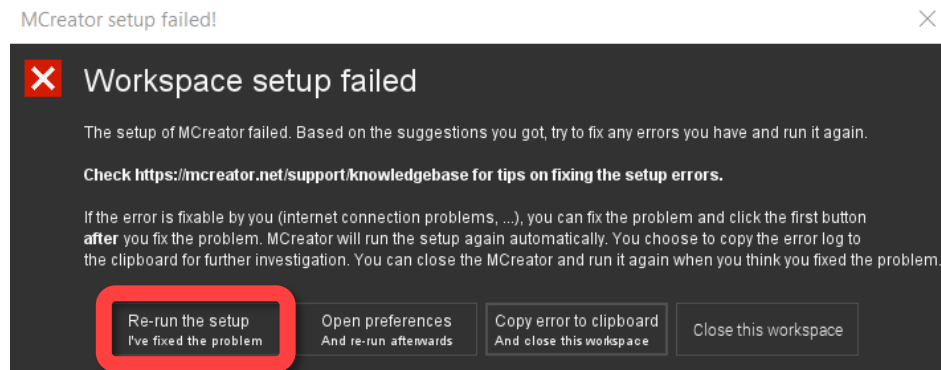
- a. Setup usually takes 3-8 minutes.



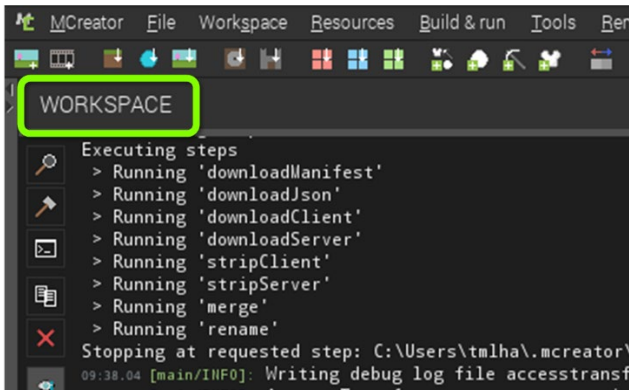
- b. If you get an error, click **Do nothing** and then **Re-run the setup** to try again.



- c. If MCreator throws an error, just re-run the setup. This is often caused when a resource download fails and cannot be automatically restarted.

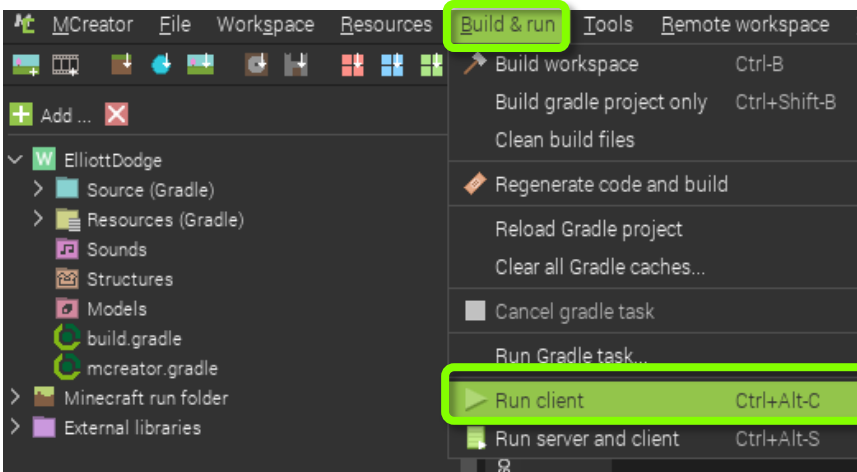


7. Enter the **Workspace**.



Connect to a Minecraft World

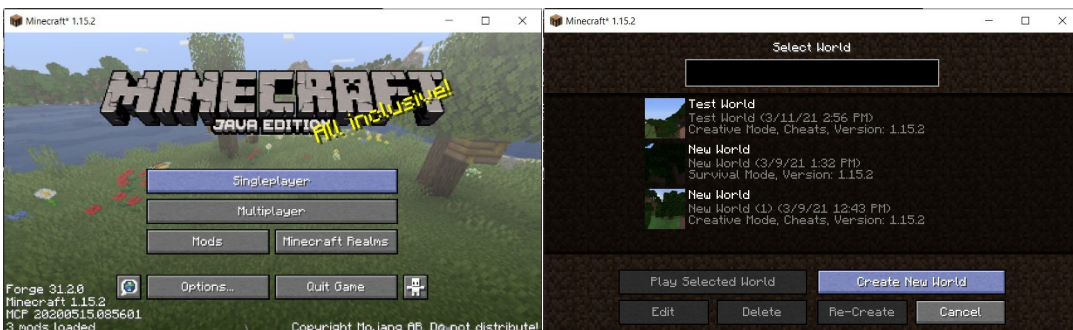
8. Click **Build & run** and then **Run client**.



9. Click **Singleplayer**.

10. Click **Create New World**.

11. Set your Game Mode and any other settings you'd like, name your world, and then click **Create New World**.



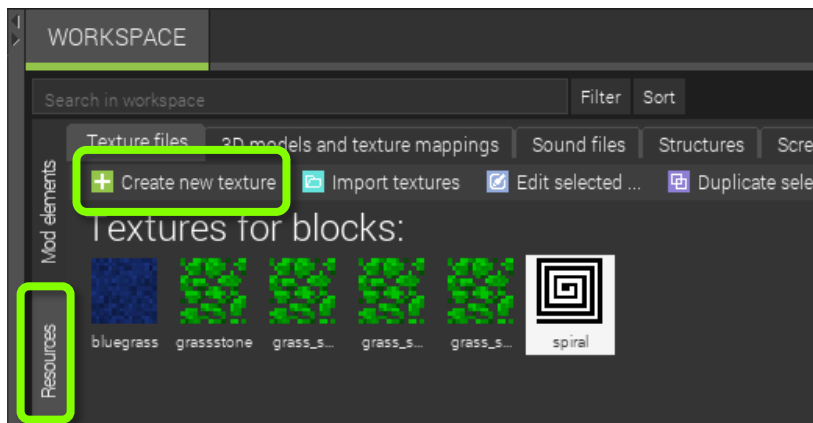
- a. Create a World in Creative Mode for testing.
- b. Create a World in Survival Mode for playing.

New Grass Block

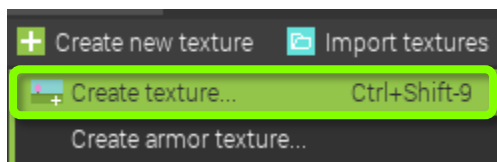
Grass Block Texture

Modify a texture

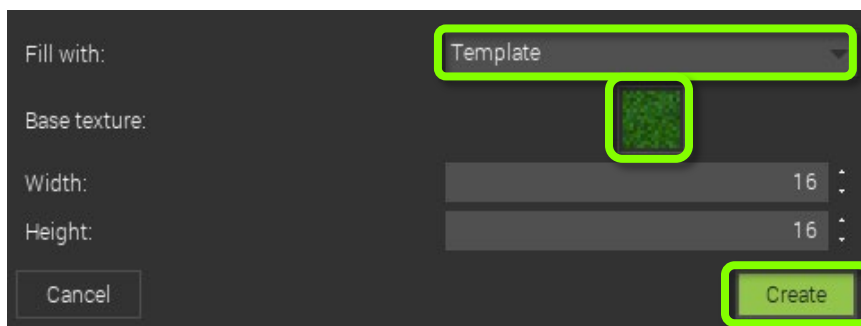
1. In MCreator, open the **Resources** tab on the left.
2. Click **Create New Texture** on the top bar.



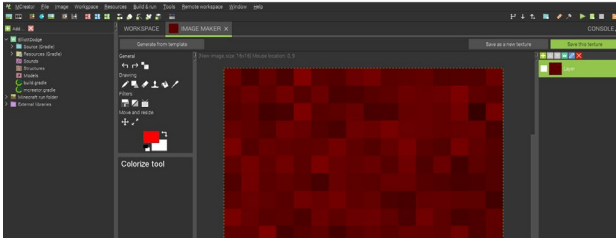
3. Select **Create Texture** from the list.



4. Select **Template** from the Fill With dropdown.
5. Select a **Base Texture** from the list (doesn't have to be the grass block if the ninja wants to do something else).
6. Click **Create** on the pop-up.

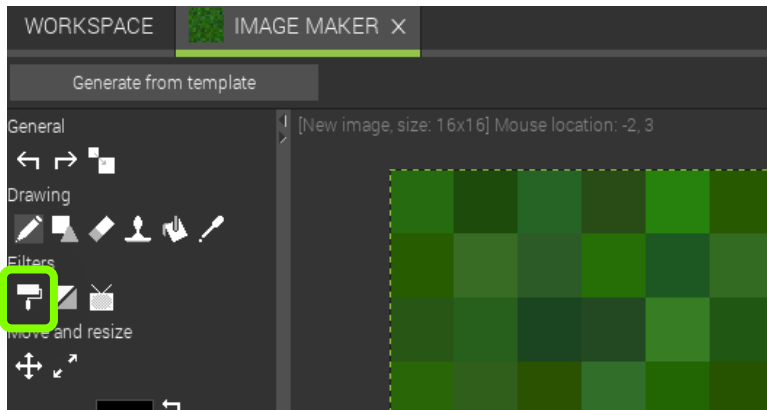


7. Color the texture however you want.



Pro Tip

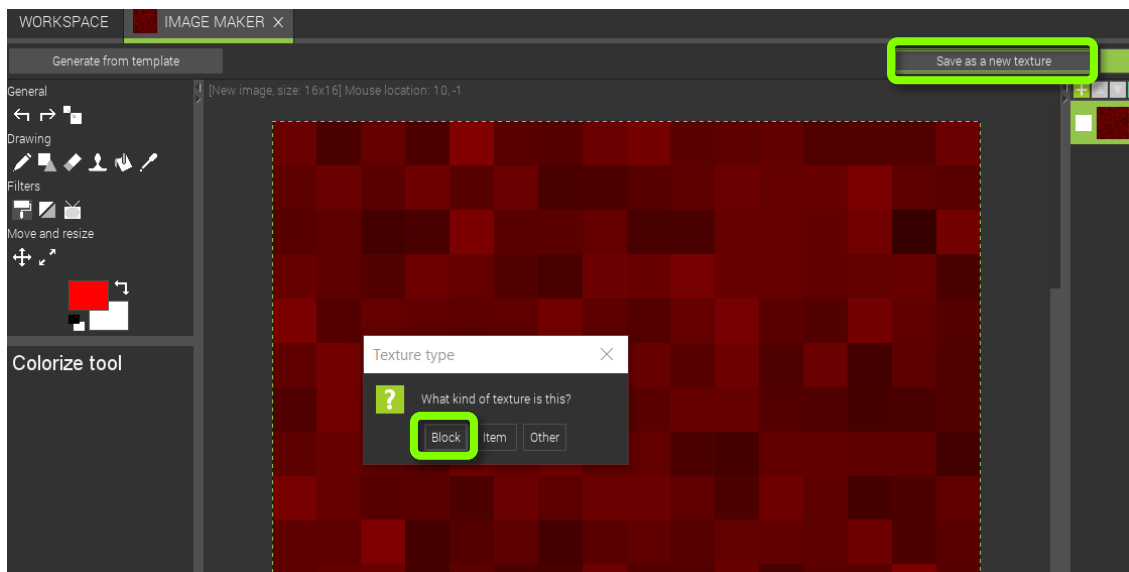
8. Tip: Change the color of the entire texture with the **colorize** tool.



Save the Texture

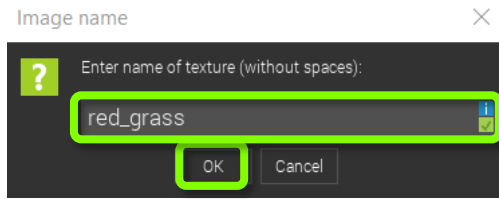
9. Click on **Save as a new Texture**.

10. Select **Block** as the type.



11. Enter a name for the texture (no spaces allowed, only lowercase letters).

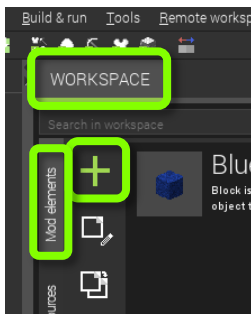
12. Click **OK**.



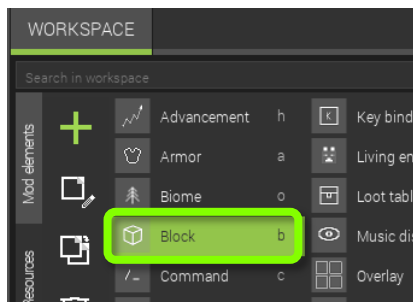
New Grass Block (Mod Element)

Create a new Block

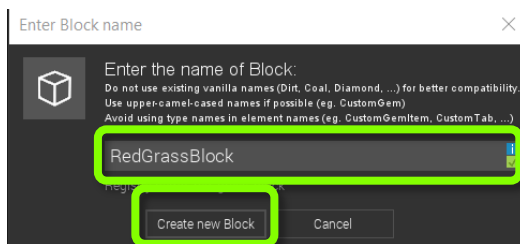
1. Click **Workspace** in the top left.
2. Click **Mod elements** on the left.
3. Click the green **+**.



4. Select **Block**.

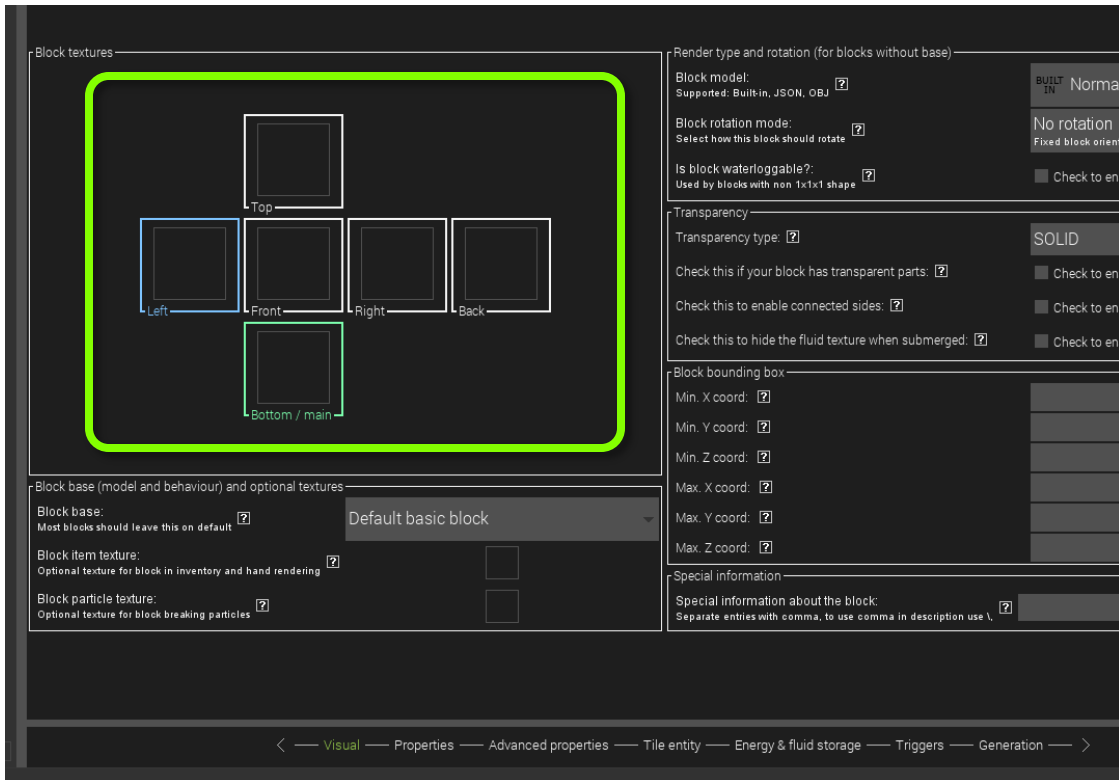


5. Name your block.
6. Click **Create new Block** and select your texture.



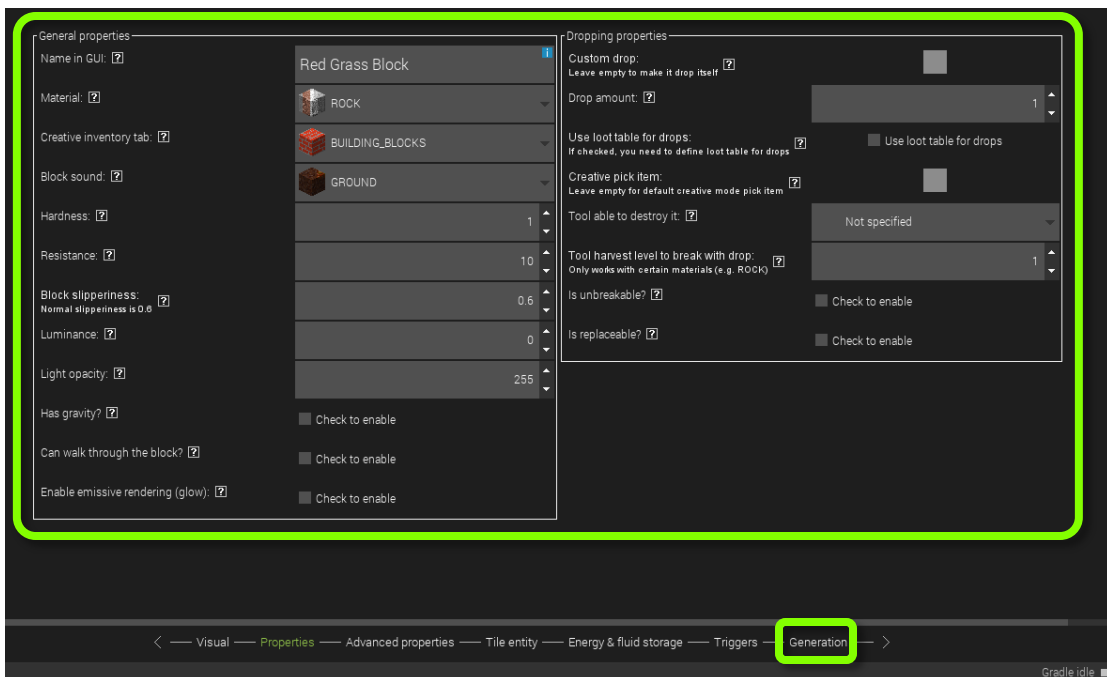
7. Select your texture in the **Block textures** area.

8. Click **Properties** at the bottom.



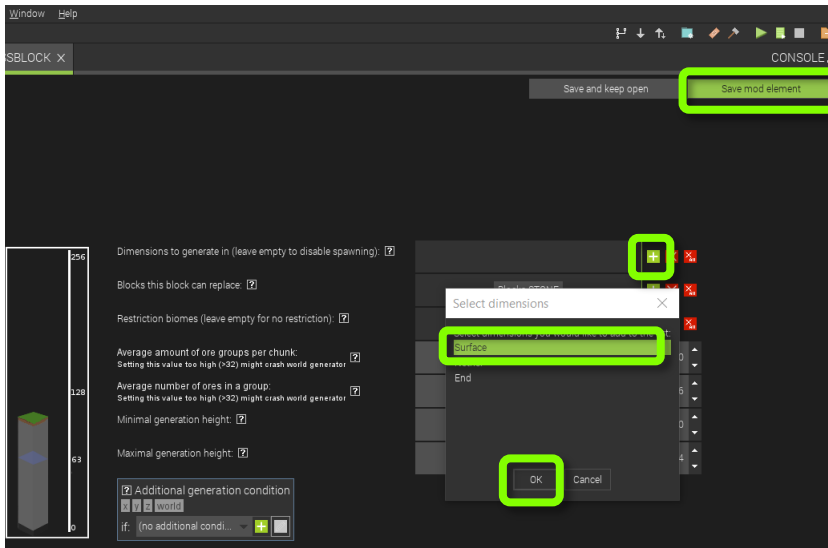
9. Set the properties as desired.

10. Click **Generation** at the bottom of the window.



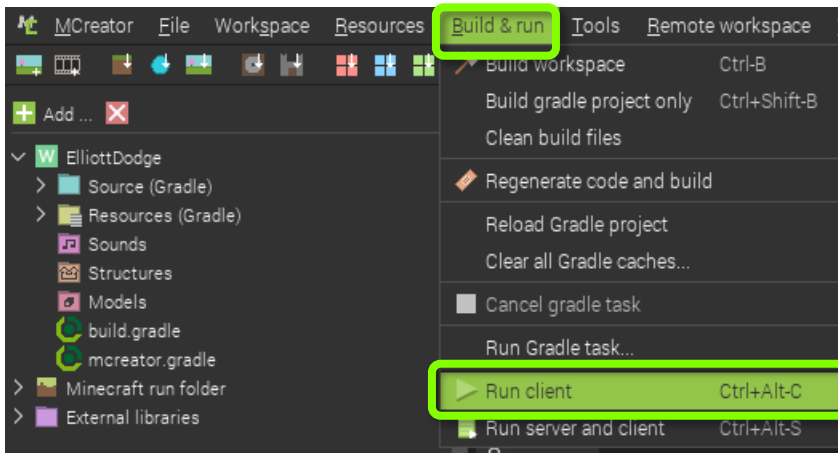
11. Set to generate in **Surface** by clicking the green + and select **Surface**.

12. Click **Save mod** element in the top right.



Add new Block to your Minecraft world

13. Click **Build & run** from the top menu and select **Run client**. Wait for Minecraft to load, then enter the Creative world you should have already created (create one now if you have not already).



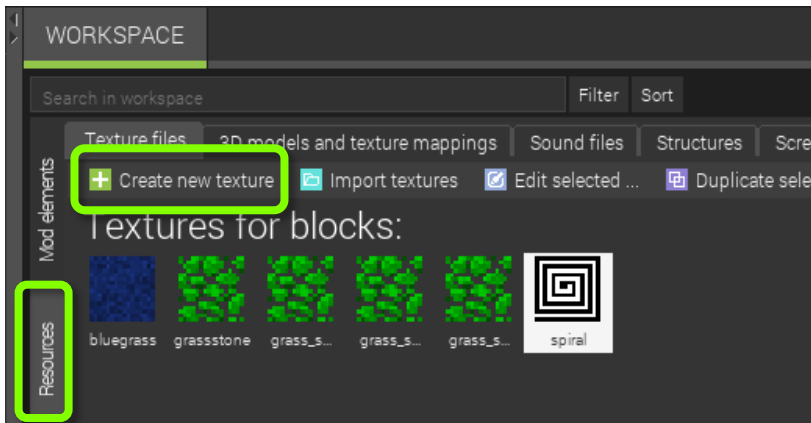
14. The new block will be at the *bottom* of the **Building Blocks** tab.



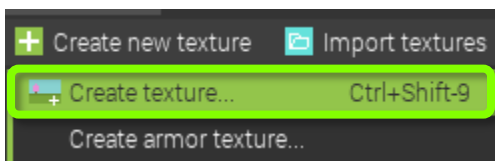
New Ore Block

Ninja Ore Texture

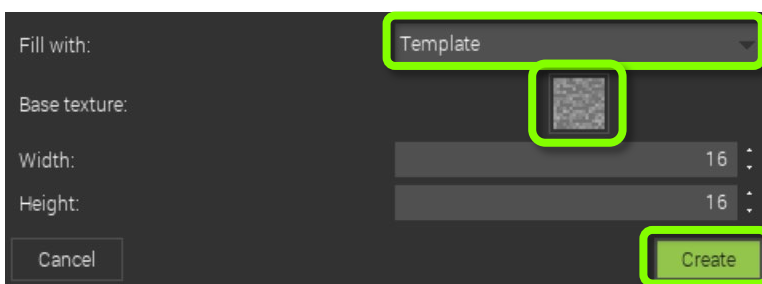
1. Open the **Resources** tab on the left.
2. Click **Create New Texture** on the top bar.



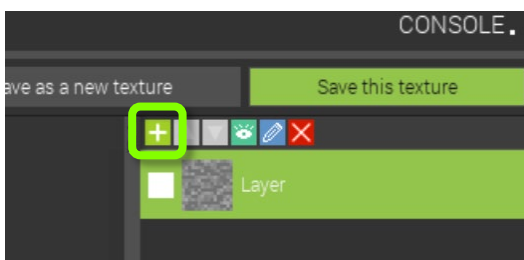
3. Click **Create Texture** from the list.



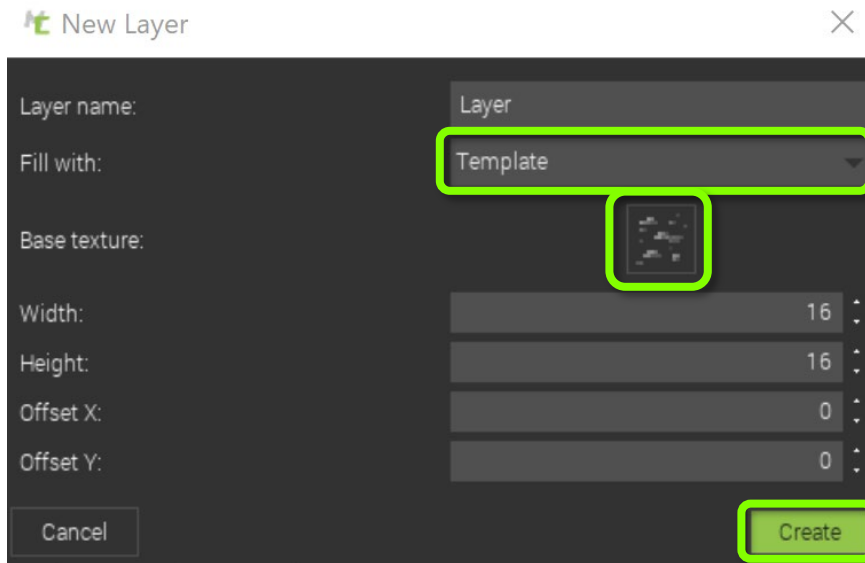
4. Select **Template** from the **Fill with** dropdown.
5. Select the **Base Texture** you would like for your new ore.
6. Click **Create**.



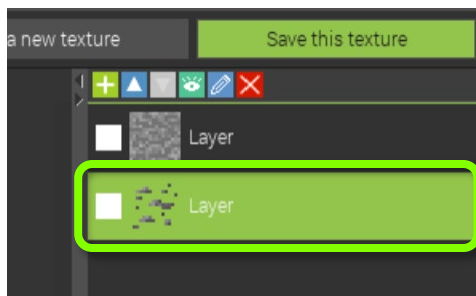
7. Add a new layer: click on the green + button on the right side of the screen.



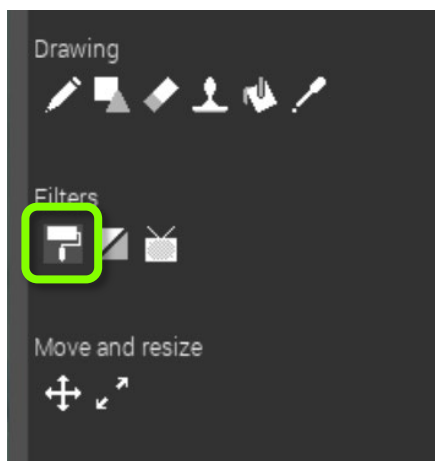
8. In the New Layer window, select **Template** in the **Fill with** dropdown.
9. Select the second layer template in the **Base texture** field (in the example we have the ore texture selected).
10. Click on **Create**.



11. Make sure your ore layer is selected (highlighted in green).



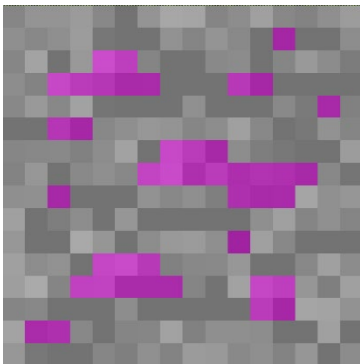
12. Click on the **colorize** tool.



13. Click anywhere on your texture, then select the **Color** you want to apply to the layer and click **Recolor**.



14. Your Ore should have the colored layer:

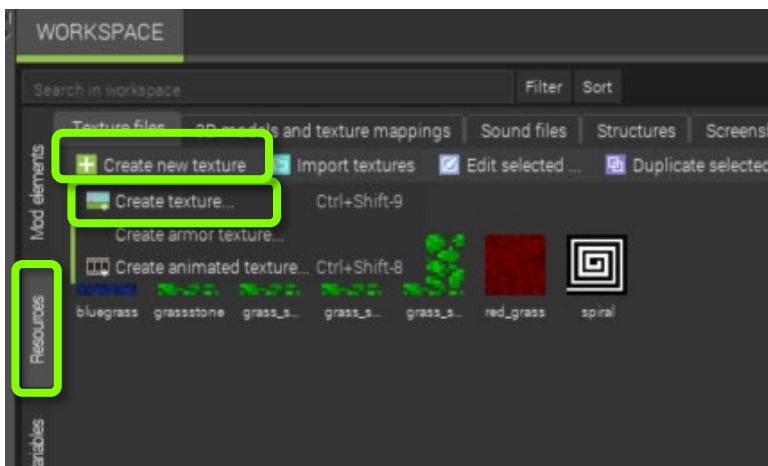


DAY 2

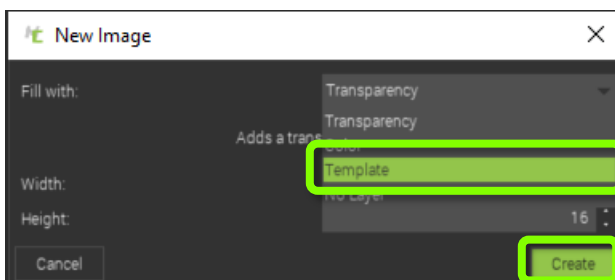
Ninja Ingot

Creating the Ingot Texture

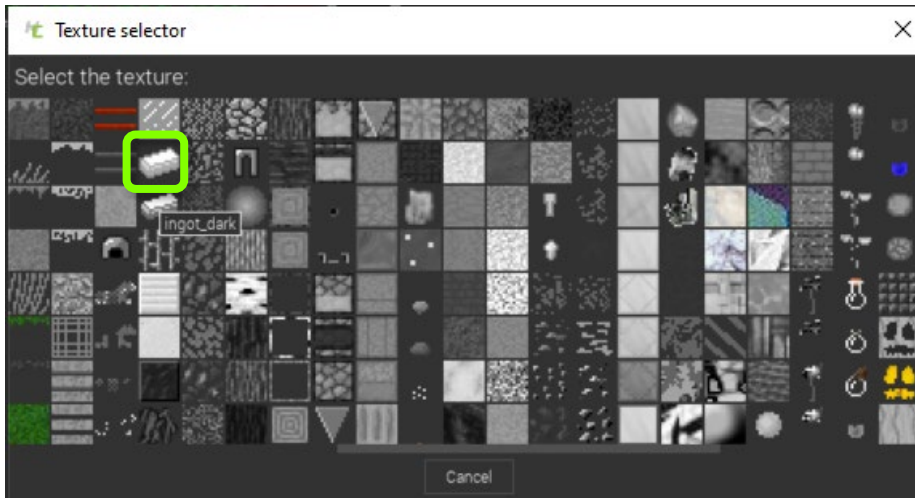
1. Open the **Resources** tab.
2. Click **Create New Texture** on the top bar.
3. Click **Create Texture** from the list.



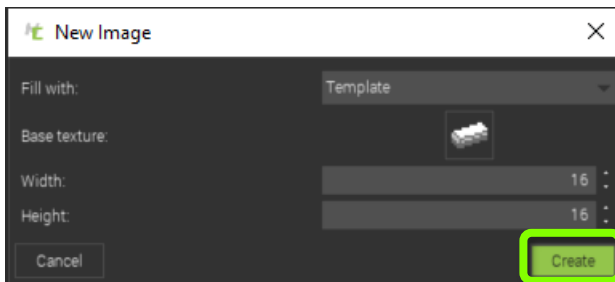
4. Select **Template** from the **Fill with** list.
5. Click **Create**.



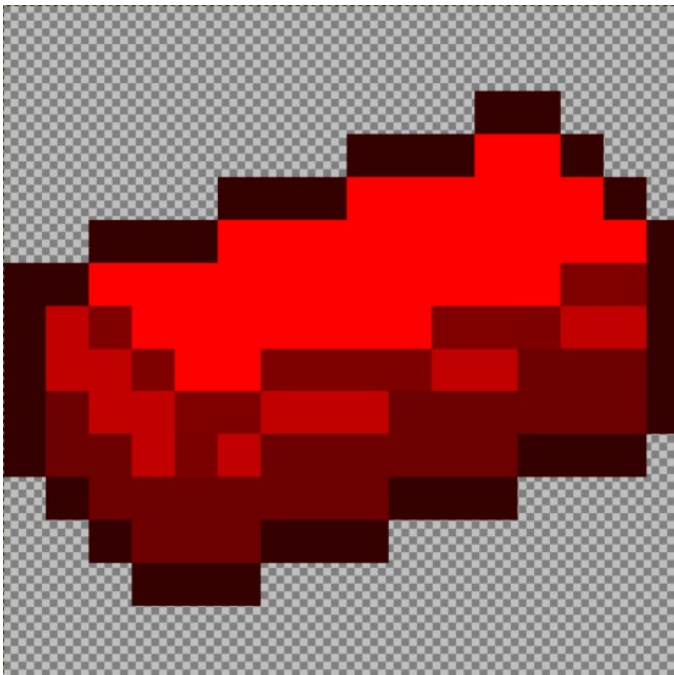
6. Select the **Dark Ingot** for the **Base Texture** from the list.



7. Click **Create** on the pop-up window.

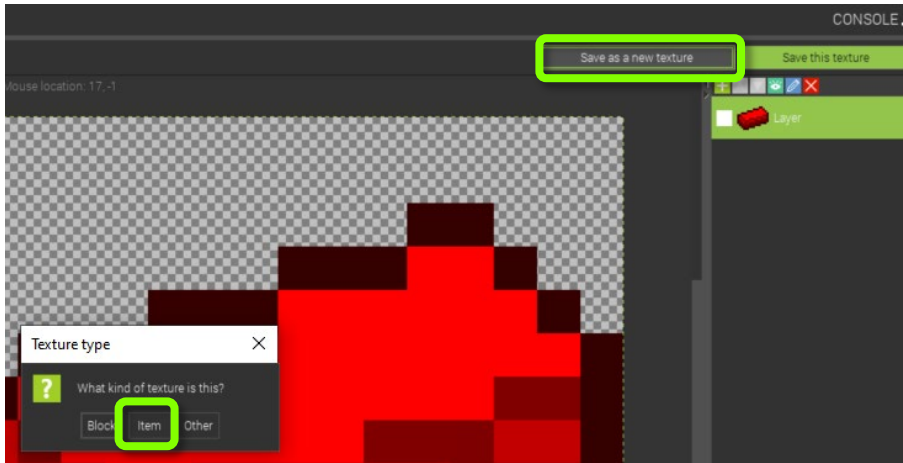


8. Color the texture however you want.

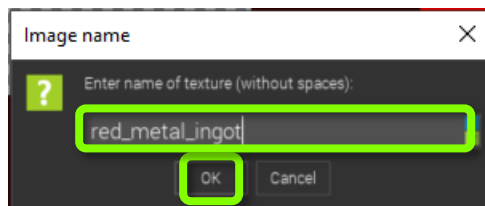


Save Ninja Ingot Texture

9. Click on **Save as a new texture**.
10. Select **Item** as the type.

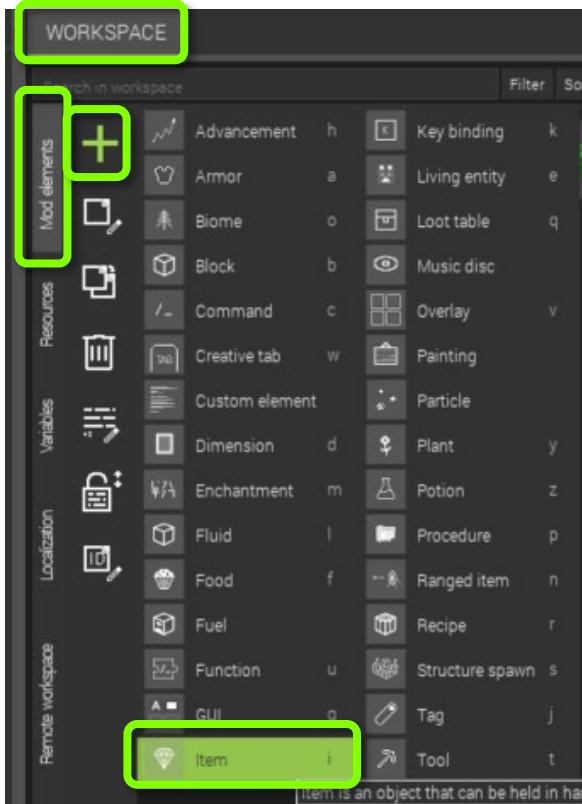


11. Enter a name for the texture (no spaces, only lowercase letters allowed).
12. Click **OK**.

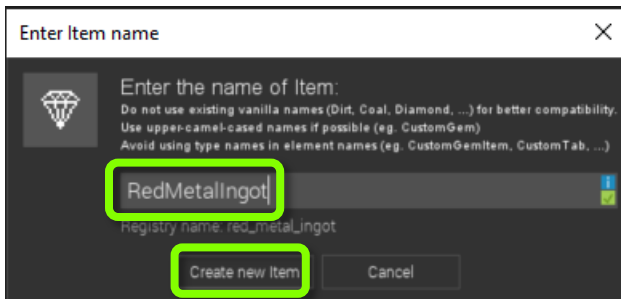


Creating the Ingot Element

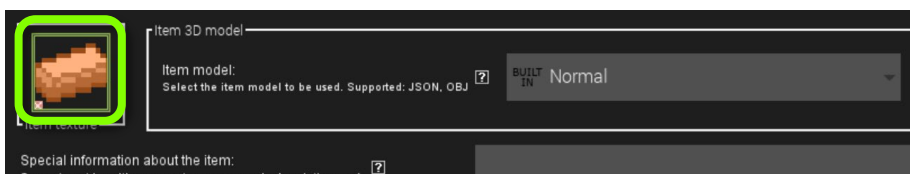
13. Click **Workspace** in the top left.
14. Click **Mod elements** on the left.
15. Click the green **+**.
16. Select **Item**.



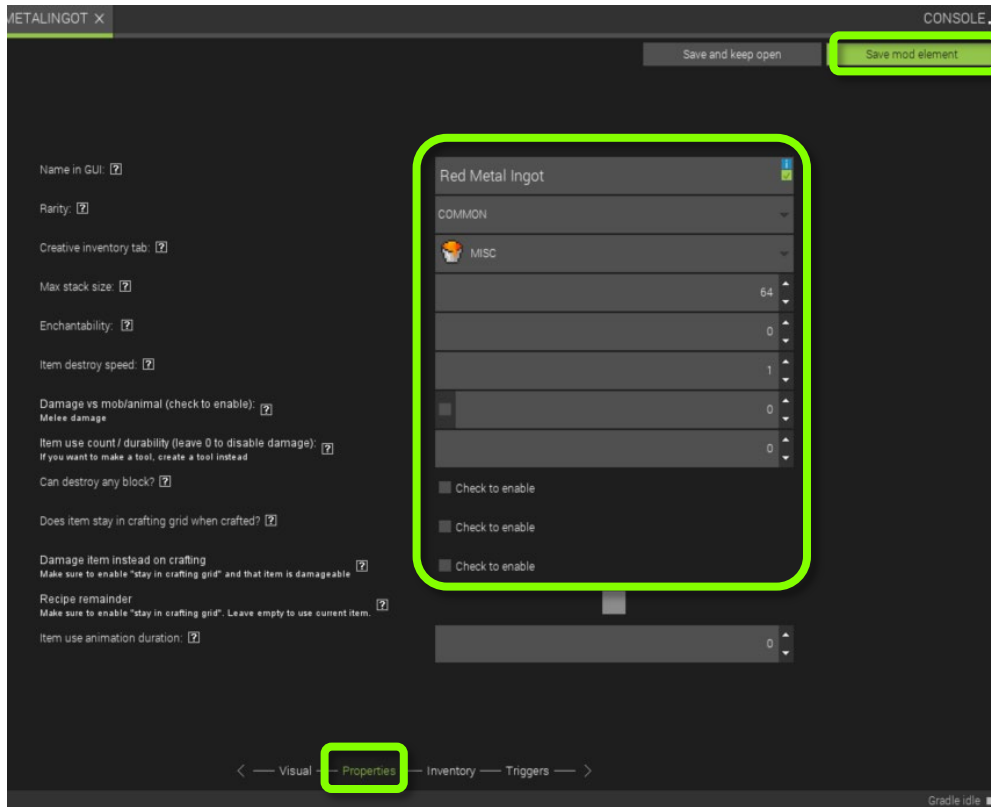
17. Name your Ingot and click **Create new Item**.



18. Select your texture in the **Item texture** field.

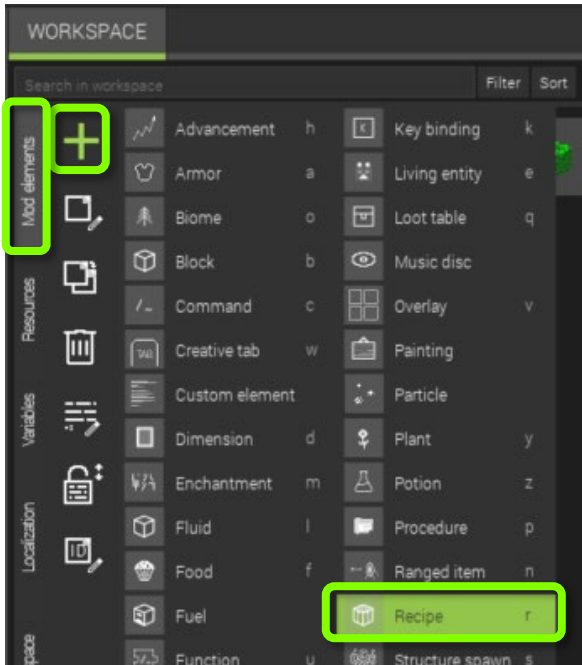


19. Click **Properties** at the bottom.
20. Set the properties as desired.
21. Click **Save mod element** in the top right.

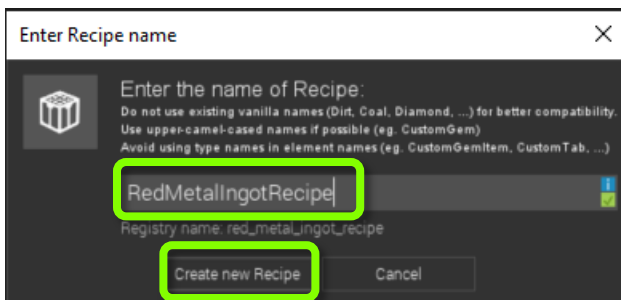


Ingot Smelting Recipe

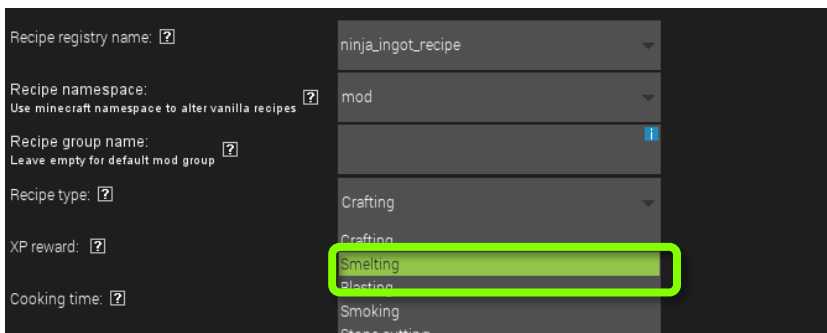
1. Click **Mod elements** on the left.
2. Click the green **+** and select **Recipe**.



3. Name it something like **Ninja_Ingot_Recipe** and click **Create new recipe**.

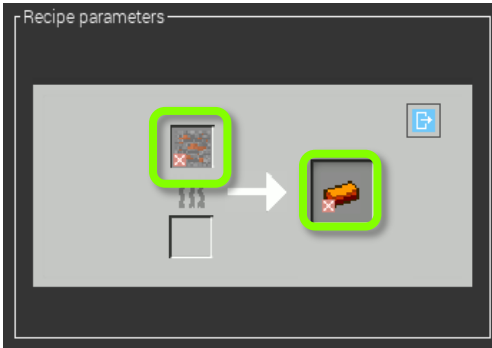


4. Set the Recipe type to **Smelting**.

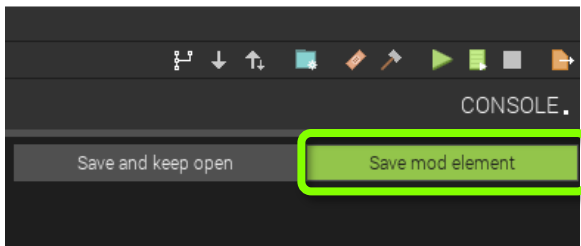


5. Double-click the top left spot of the furnace and select your new ore.

6. Double-click the right spot on the furnace and select your **ninja ingot**.



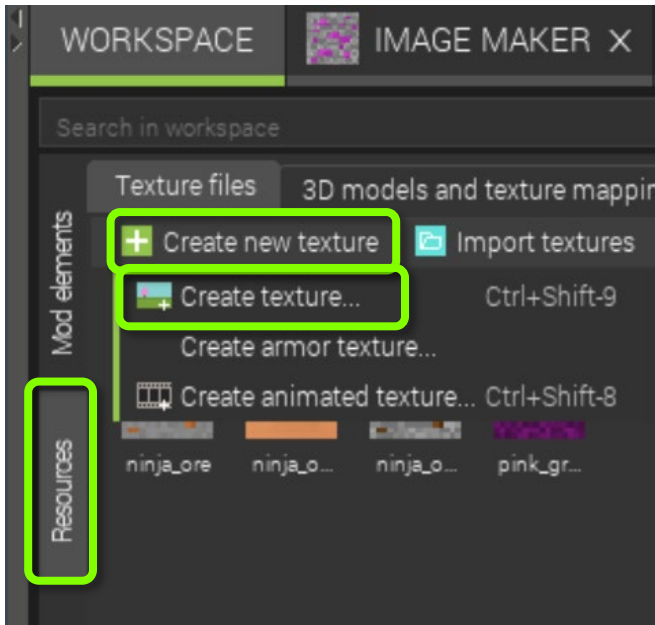
7. Optional, change these other settings:
 - a. XP Reward: **50**.
 - b. Cooking Time: **200**.
(20 ticks = 1 second)
8. Click **Save mod element** on your recipe.



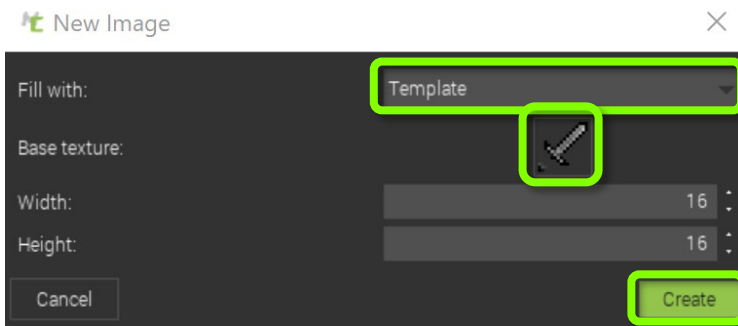
Creating a Ninja Sword

Creating the Ninja Sword Texture

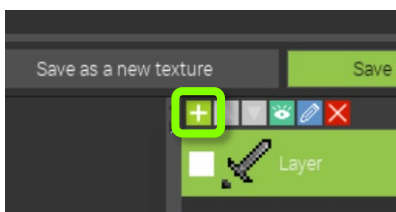
1. Click **Resources** on the left.
2. Click **Create New Texture** on the top bar.
3. Click **Create Texture** from the list.



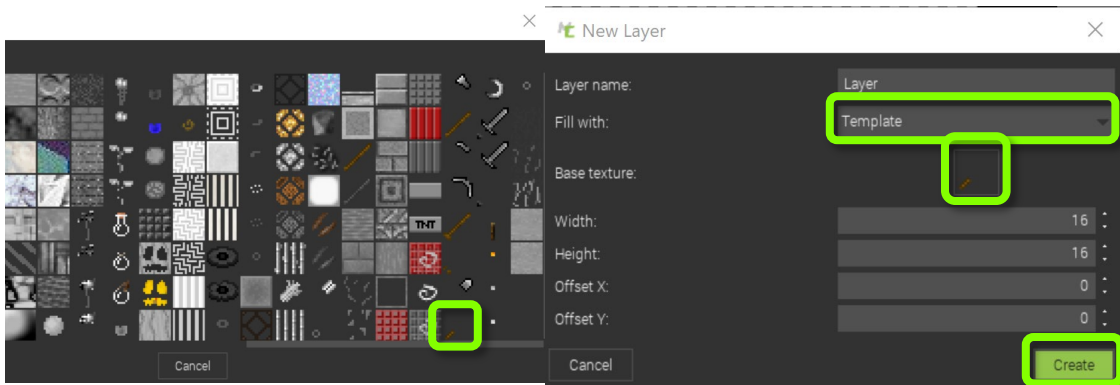
4. Select **Template** from the **Fill with** dropdown.
5. Select the **Sword** template for the **Base texture** and click **Create**.



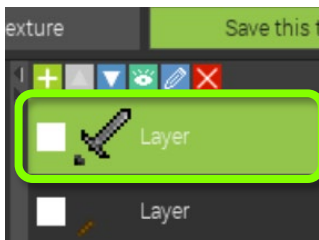
6. Click the green + button on the right to add a new layer.



7. Select **Template** form the **Fill with** drop-down menu. Select the **tool_sickle_base** to be the sword handle as the **Base texture** and click **Create**.



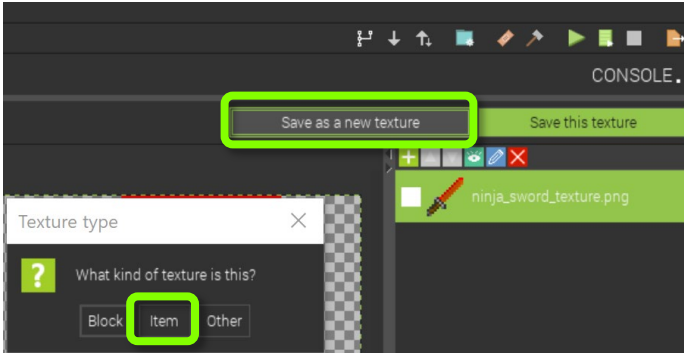
8. Select the sword blade layer.



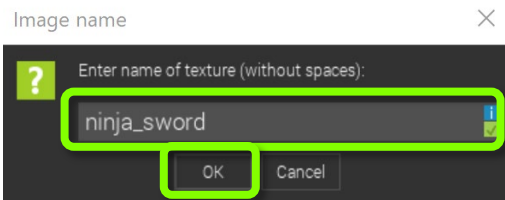
9. Use the colorize tool and drawing tools to modify the sword.



10. Click **Save as new texture** and select **item**.

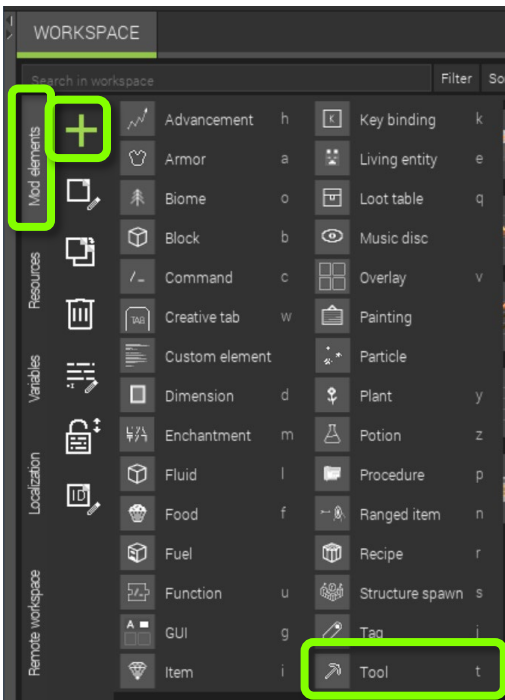


11. Name it something like **ninja_sword_texture** and click **OK**.

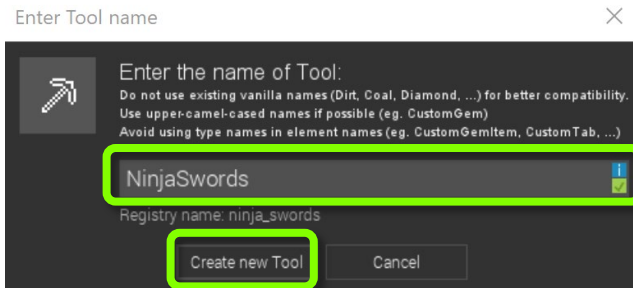


Creating the Ninja Sword Element

- 12. Close your sword texture tab.
- 13. Click **Mod Elements** on the left side.
- 14. Click the green **+**.
- 15. Select **Tool**.

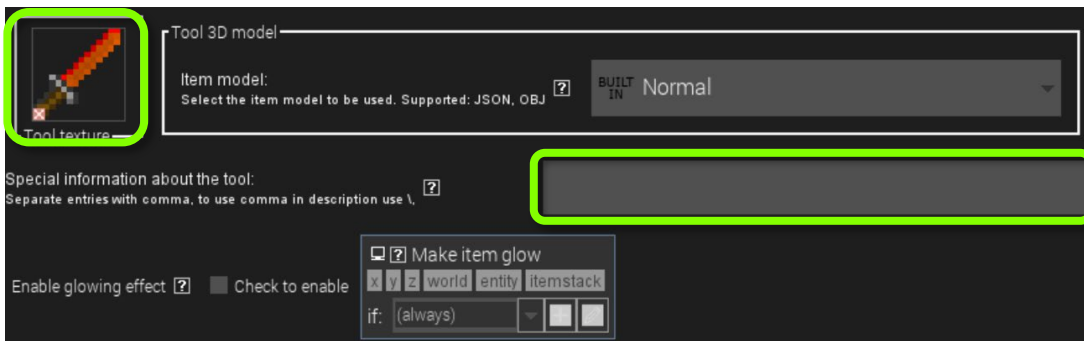


16. Name it something like **Ninja_Sword** and click **Create new Tool**.

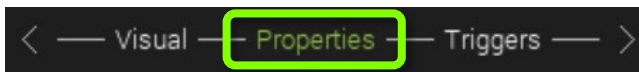


17. Double-click the square for **Tool texture** and select the **ninja_sword_texture**.

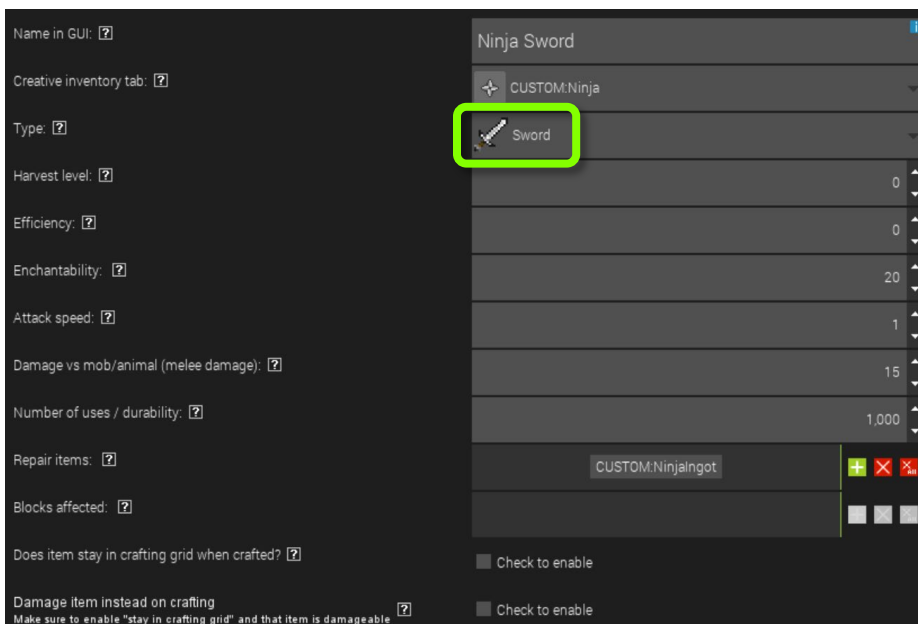
18. Add a description for your sword in the **Special information** box.



19. Click **Properties** at the bottom.



20. Set the type to **Sword**. Set other fields to whatever you like (click on the ? next to each field to learn what it does).

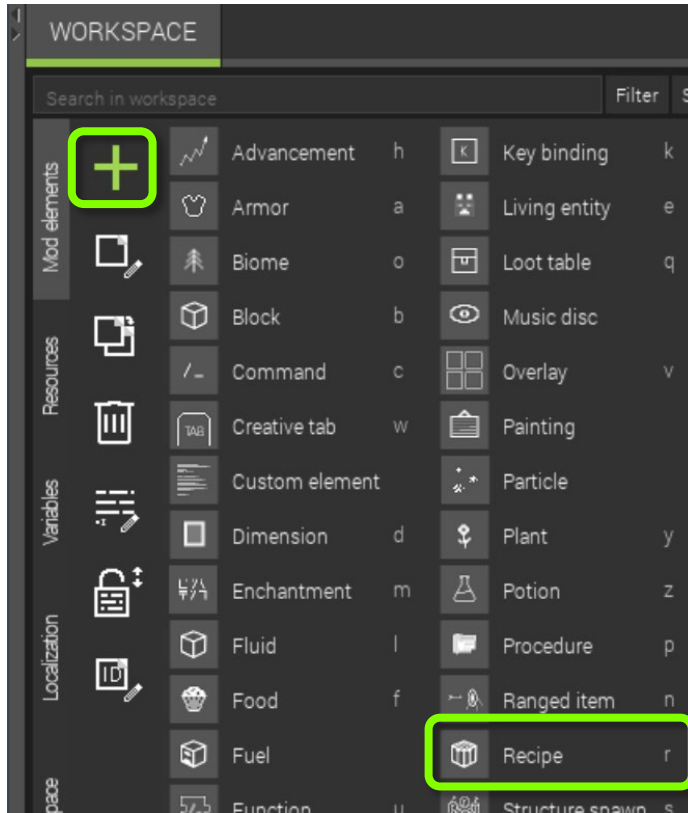


21. Click **Save mod element**.

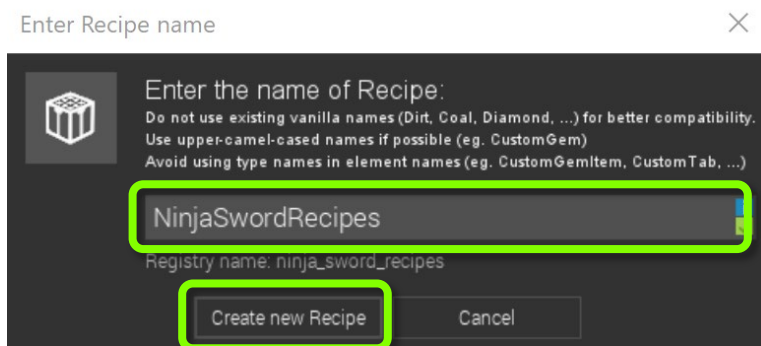
Creating the Ninja Sword Recipe

22. Click the green +.

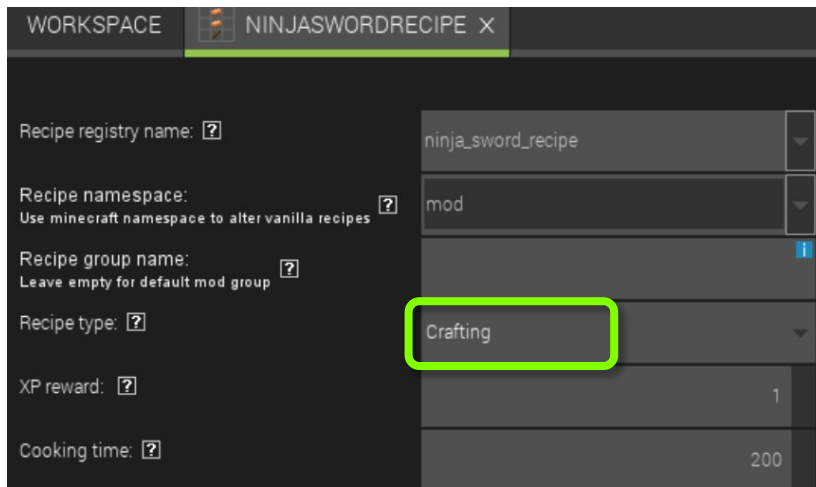
23. Click **Recipe**.



24. Name it something like **Ninja_Sword_Recipe** and click **Create new Recipe**.

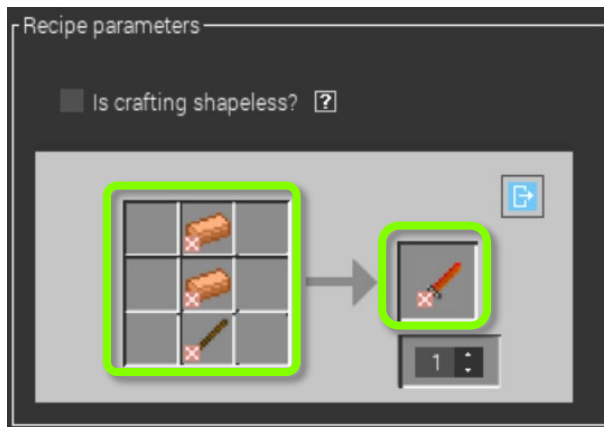


25. This is a **crafting** recipe, so it uses the **crafting table**.

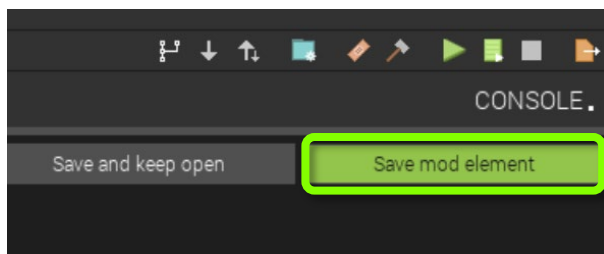


26. Create your own recipe or use the arrangement for a sword -- the top middle is a **ninja ingot**, the center is a **ninja ingot**, and the bottom middle is a **stick**.

27. Set the **output** to your **sword**.



28. Click **Save mod element**.

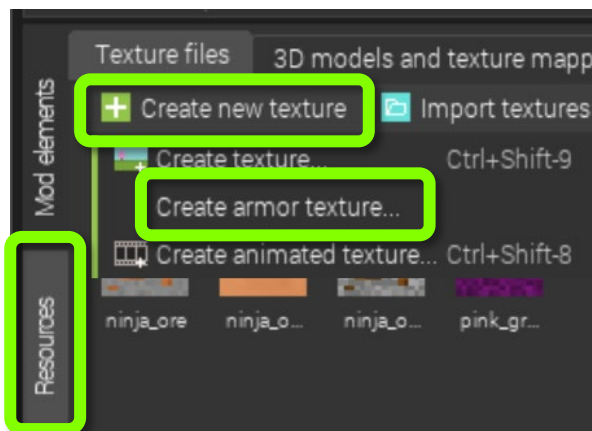


DAY 3

Ninja Armor

Ninja Armor Texture

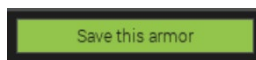
1. Click **Resources** on the left.
2. Click **Create new texture**.
3. Click **Create armor texture**.



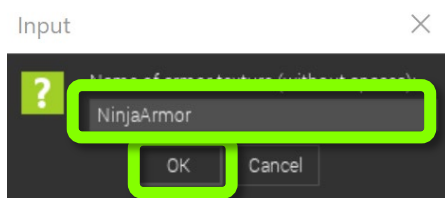
4. Choose between **chainmail**, **standard**, or **leather**.
5. Adjust the **color** and **saturation** as you want.



6. Click **Save this armor** in the top right.



7. Name it and click **OK**.

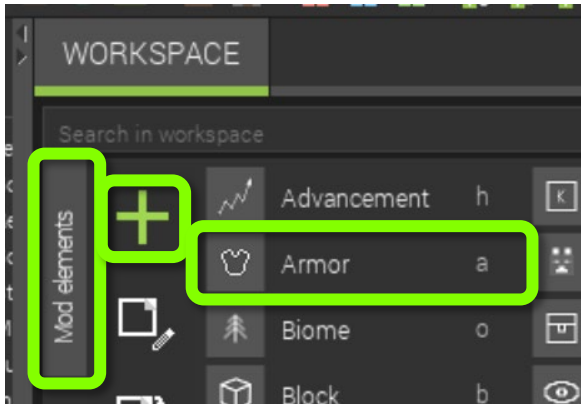


- Click **X** on the tab to close it.

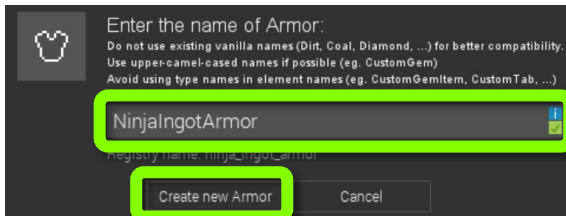


Ninja Armor Element

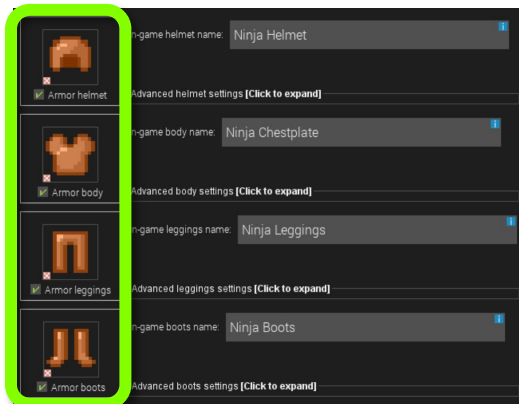
- Click **Mod elements** on the left.
- Click the green **+**.
- Select **Armor**.



- Give it a name. The individual names for each piece of armor will be handled on the next screen.
- Click **Create new Armor**.



- Double click and set the correct 2D texture for the head, body, legs, and feet.

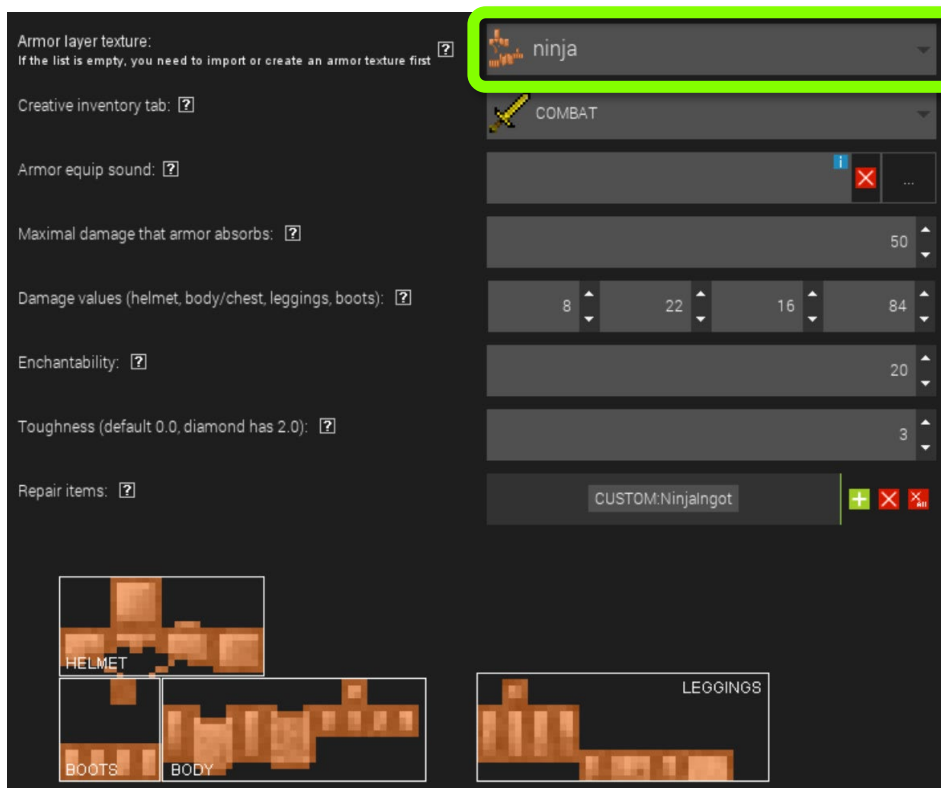


15. Click on **Properties**.

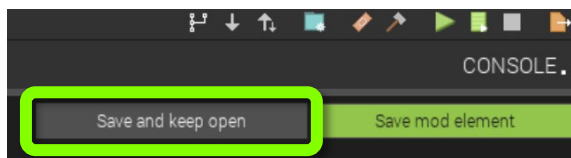


16. Click the box for **Armor layer texture** and select your new armor texture.

17. Set the other properties however you would like. Read the tool tips to learn what each property does.

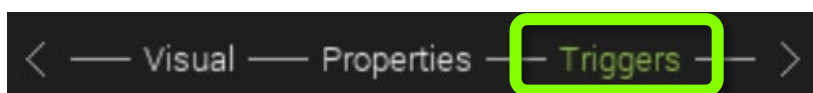


18. Click the **Save and keep open** button.

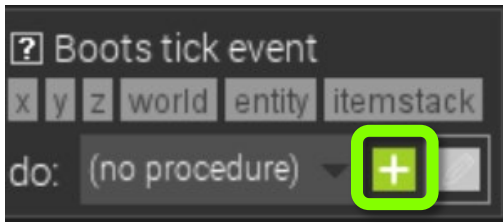


Armor Procedures

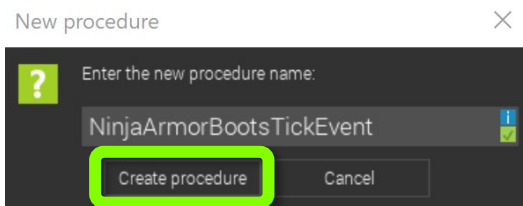
19. Click on **Triggers** at the bottom of the window



20. Click the green + in the Boots tick event.



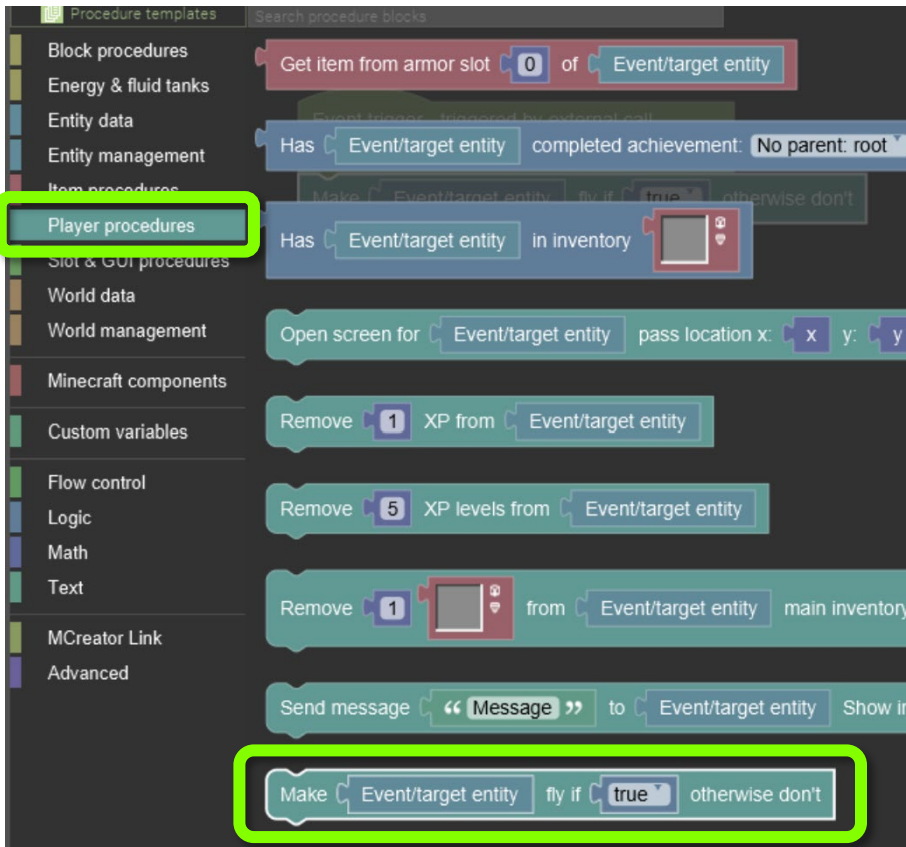
21. Keep the default name or change it to something else and click **Create procedure**.



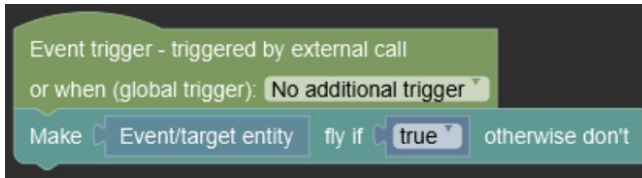
22. Click on the **Player procedures** blocks category.

Event: when you wear boots; Action: make player fly

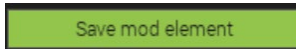
23. Find the **Make [entity] fly if [true] otherwise don't** block and drag it to your coding area.



24. Attach the **Make [entity] fly if [true] otherwise don't** block to the **Event trigger** block.



25. Click **Save mod element**.



Event: when you wear leggings; Action: give player SPEED potion

26. Click the green + in the **Leggings tick event**.

27. Keep the default name or change it to something else and click **Create procedure**.

28. Open the **Entity management** blocks category.

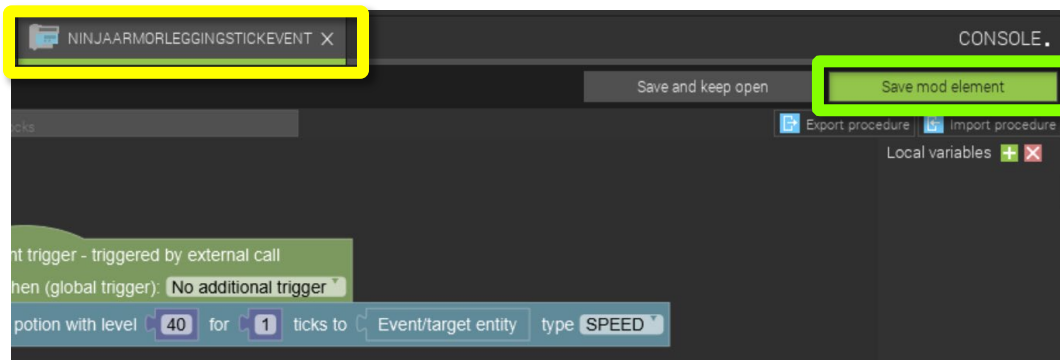
29. Find and drag over the **Add potion with level [1] for [60] ticks to [entity]...** block.



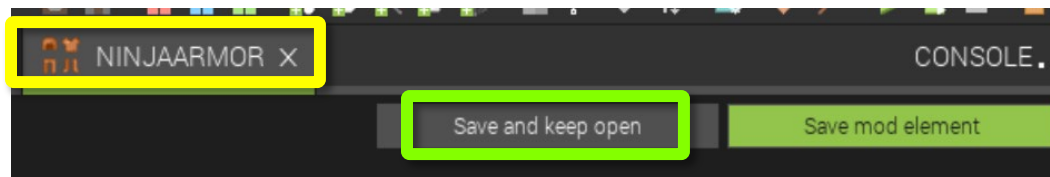
30. Connect the **Add potion with level...** block to the **Event trigger** block.
31. Select the **type** of potion you would like.



32. Click **Save mod element** on your procedure.



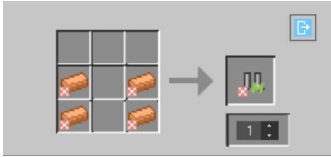
33. Click **Save and keep open** on your Ninja Armor element. If you forget to save your armor element, your new procedure will not be applied.



34. Click **Create procedure** to open the block coder.
35. Select **Living Entity** and give it the name **Ninja Enemy**. Click **Create**.

Ninja Armor Recipes

1. Click **Mod elements** and click the green +.
2. Select **Recipe** and give it a name (e.g., NinjaBoots). Click **Create new Recipe**.

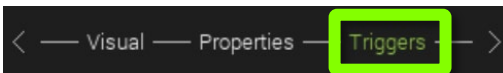


4. Click **Save mod element**.
5. Repeats steps 1-4 for each armor element.

Mod all the Tools

Modding a Sword to strike lightning when you hit a mob

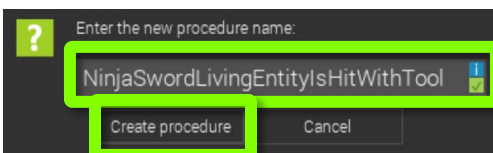
1. Double-click on your ninja sword element to open it.
2. Click on **Triggers** at the bottom of the window.



3. Click the green + in the **When living entity is hit with tool** event.



4. Keep the default name or change it to something else and click **Create procedure**.

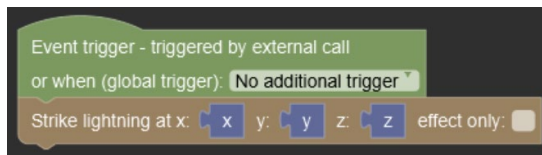


5. Select the **World management** block category.

- Find and drag over the **Strike lightning at ...** block.



- Attach the **Strike lightning...** block to the **Event trigger** block.



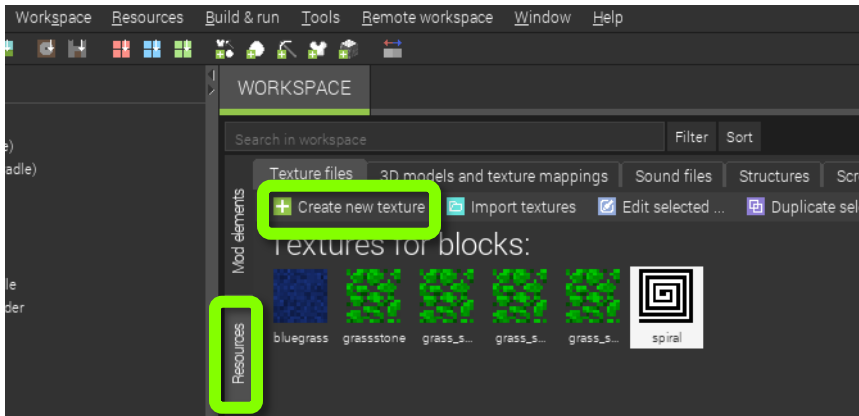
- Click on **Save mod element** for the procedure.
- Click on **Save mod element** for the Ninja Sword element.

DAY 4

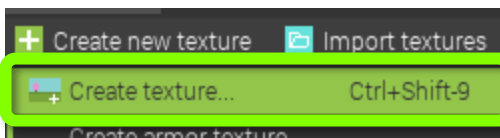
Shuriken

Shuriken Texture

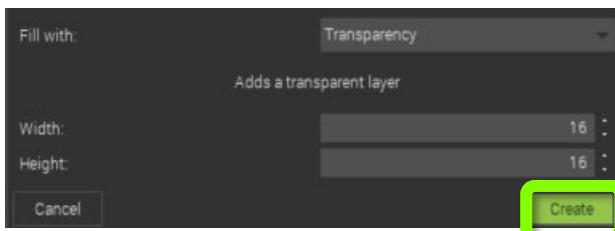
1. Open the **Resources** tab on the left.
2. Click **Create New Texture** on the top bar.



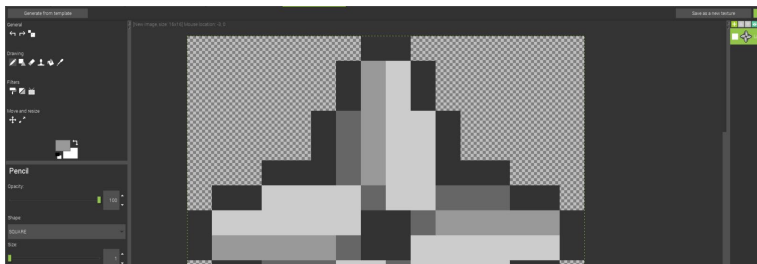
3. Click **Create Texture** from the list.



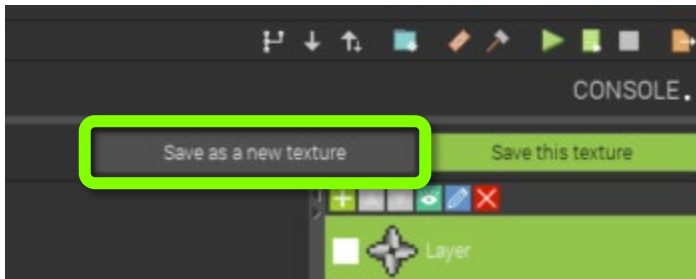
4. Click **Create**.



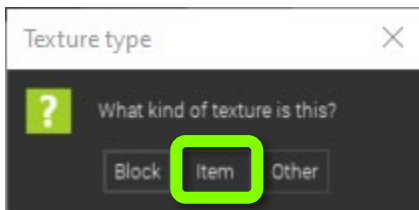
5. Draw your ranged weapon (does not have to be a shuriken).



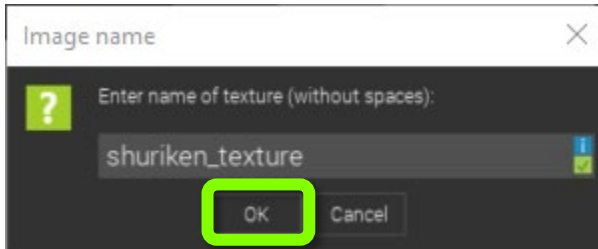
6. Click **Save as new texture**.



7. Select **Item** as the kind of texture.
 - a. Note: If you do not save it as an item, then there will be no texture to pick from for the model. You would need to go back to the resources tab and open the ninja ingot texture to save a copy as an item.

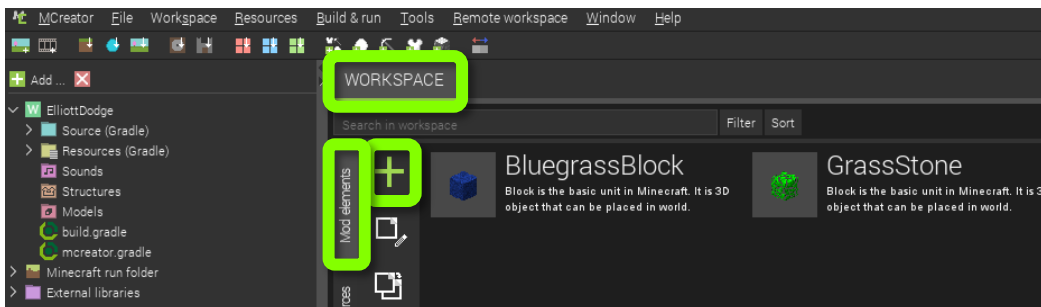


8. Give it a name like **shuriken_texture** and click **OK**.

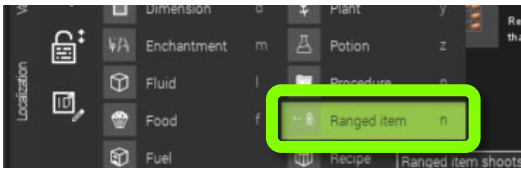


Shuriken Element

1. In the **Workspace** tab, click **Mod elements** on the left.
2. Click the green **+**.

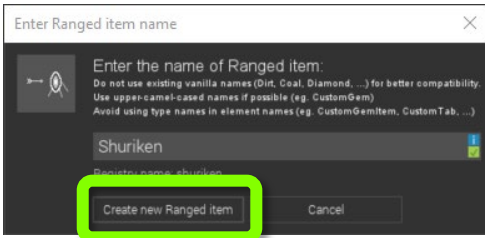


3. Select **Ranged Item**.



4. Give it the name **Shuriken**.

5. Click **Create new Ranged item**.



6. Set **texture** to the **shuriken_texture** in the top left square.

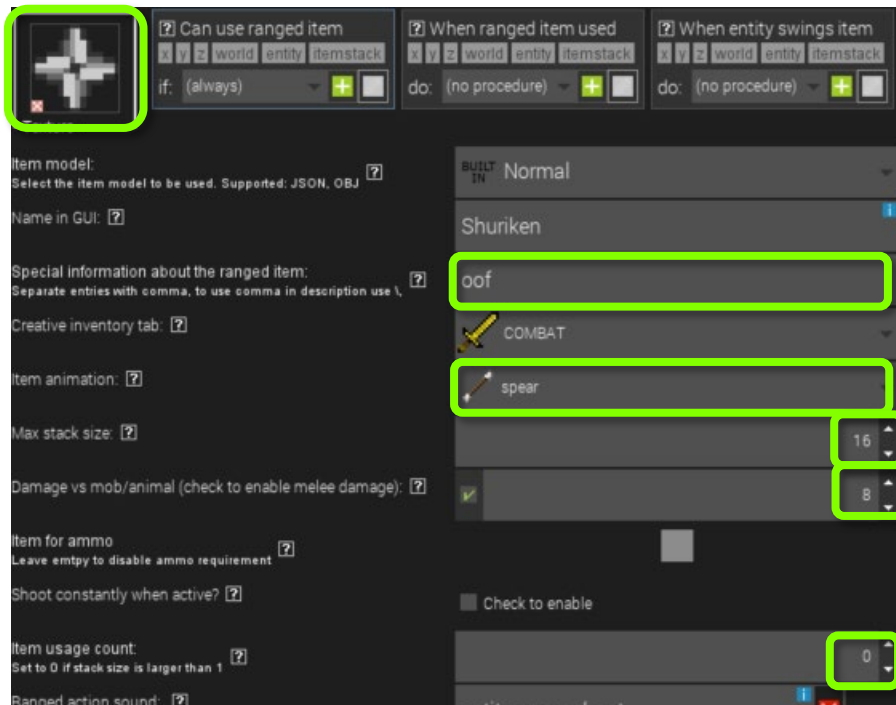
7. (Optional) Describe your item in the **special information** box.

8. Item animation: **spear**

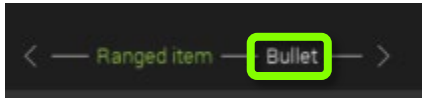
9. Max stack size: **16**.

10. Check the box for **damage vs mob** and **set the damage** to **8**.

11. Item usage count: **0**.



12. Click **bullet** on the bottom bar.



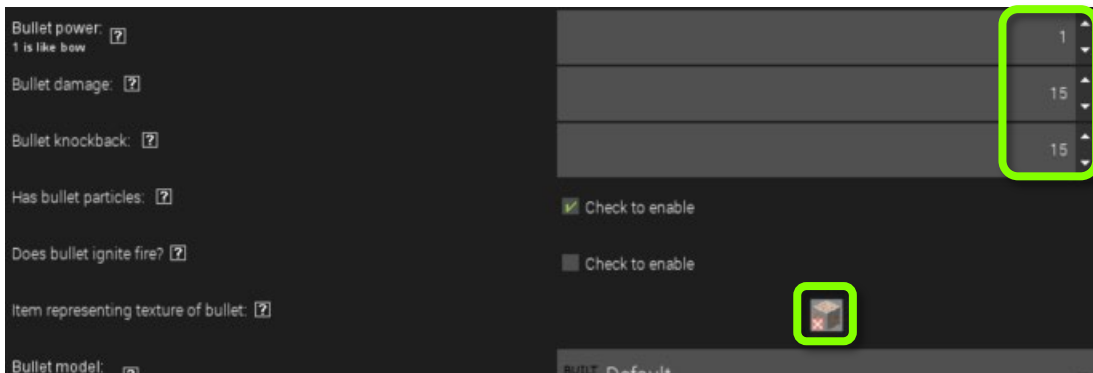
13. Bullet power: **1**.

14. Bullet damage: **15**.

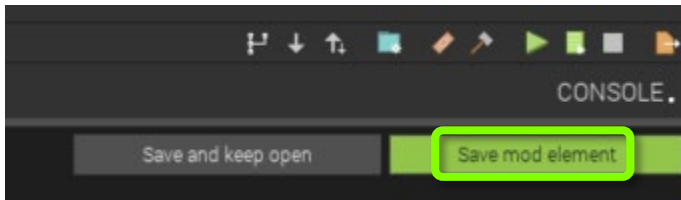
15. Bullet knockback: **1**.

16. Item representing texture of bullet: **Insert ANY item**

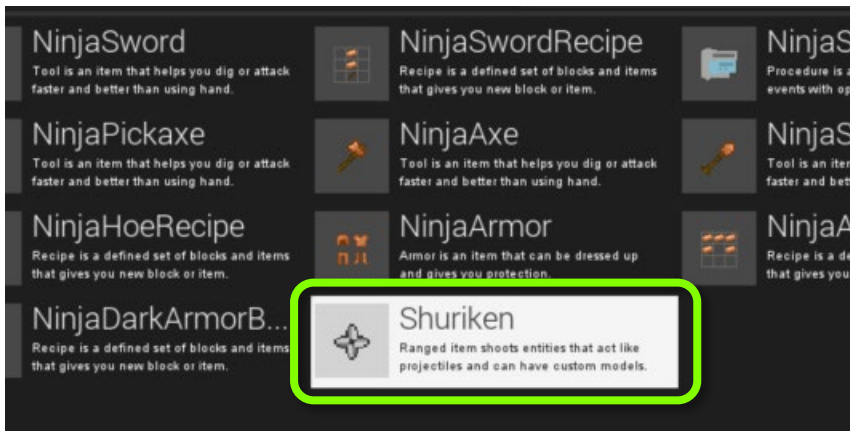
a. This is temporary, you will fix this in the next steps.



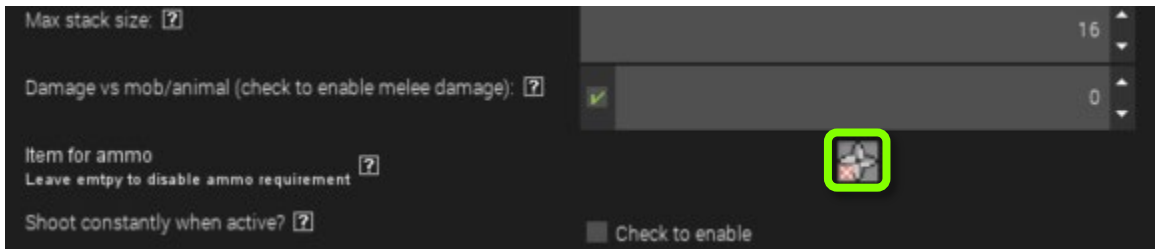
17. Click **Save mod element**.



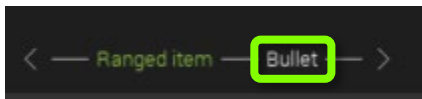
18. Go back to **Mod elements** in **Workspace** and double-click on your **Shuriken** element to open it.



19. Click on the empty field for the **Item for ammo** category and select your Shuriken item.



20. Click **bullet** on the bottom bar.



21. Replace the temporary item with the shuriken item in the **item representing texture of bullet** field.



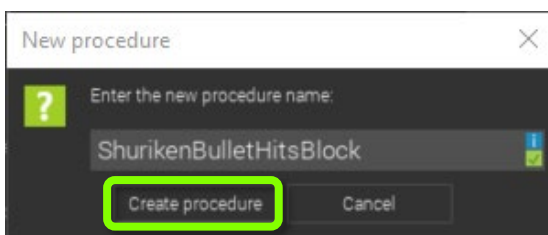
Shuriken Procedure

Code the Shuriken to drop to the ground when it is thrown at a block.

22. In the bottom left is the event **When bullet hits block**. Click the green **+** to make a new procedure.

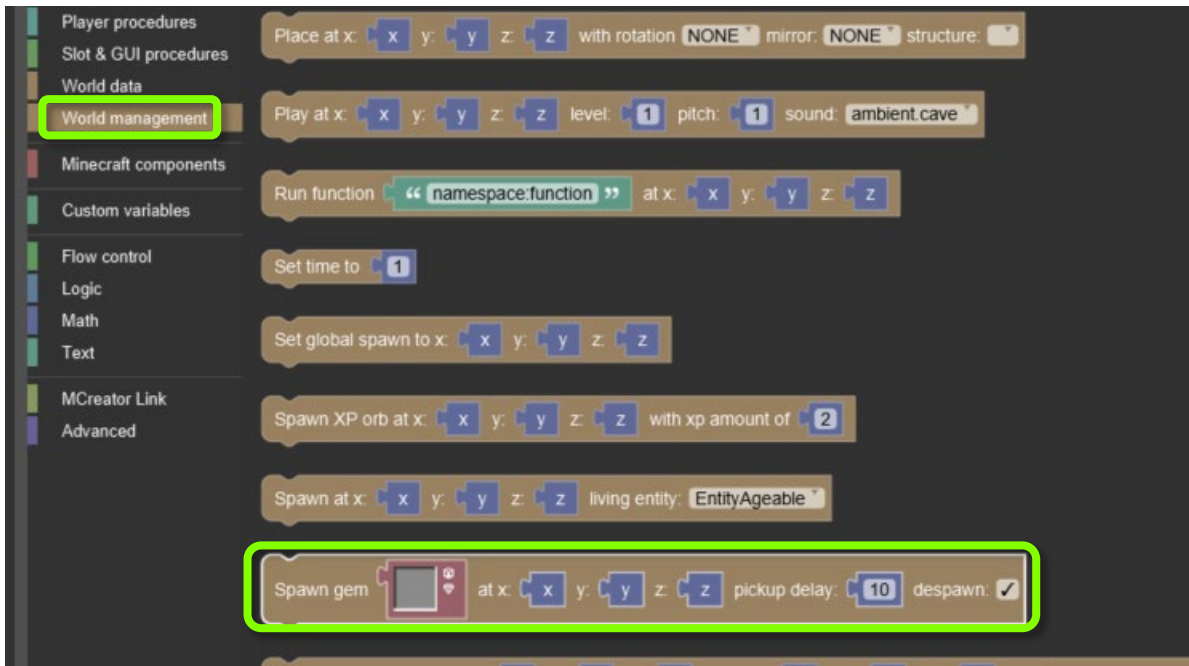


23. Click **Create procedure**.



24. Select the **World Management** block category.

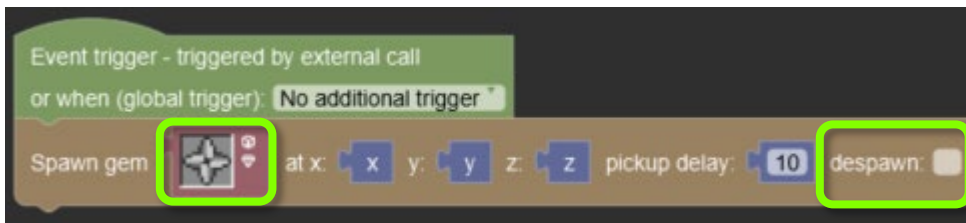
25. Find and drag out **spawn gem at x y z**.



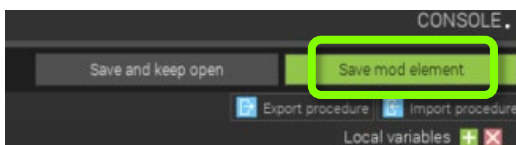
26. Click on the **square** for the gem and select the **shuriken**.

Note: Gem is another word for "item."

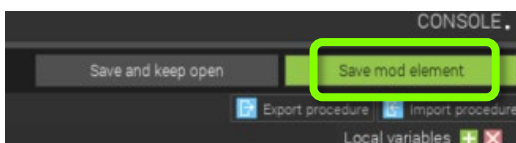
27. Check the box labelled **despawn**.



28. Click **Save mod element** (for the procedure).

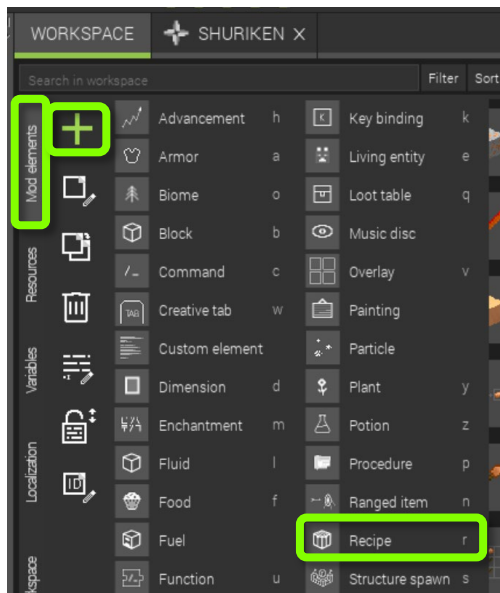


29. Click **Save mod element** (for the Shuriken element).



Shuriken Recipe

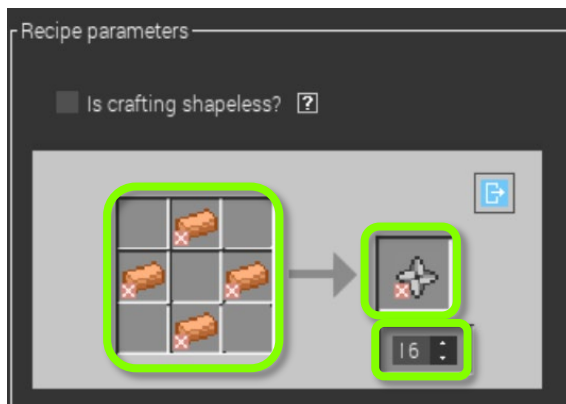
30. Create a new recipe element called **ShurikenRecipe**.



31. Arrange several ninja ingots however you'd like.

32. On the right, set the created item to the **Shuriken**.

33. Change the number underneath the Shuriken to **16** so that 16 shurikens are made at a time.



34. Click **Save mod element**.

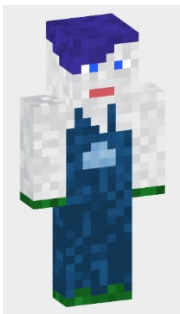
Monster Mob

Mob Texture

1. **IMPORTANT:** Click the **Outer layer** button to deselect it (make it turn grey).

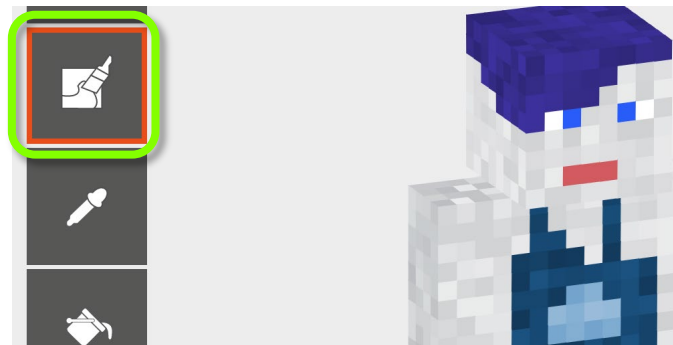


2. Paint your new mob however you like.

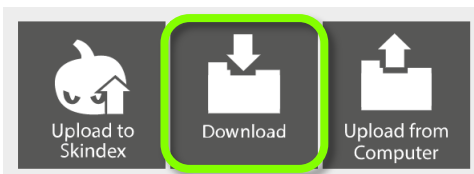


Tips:

- Draw the face first so you can remember.
- Click and drag in space around the body to rotate the image.
- Use the paint brush to give your mob texture:

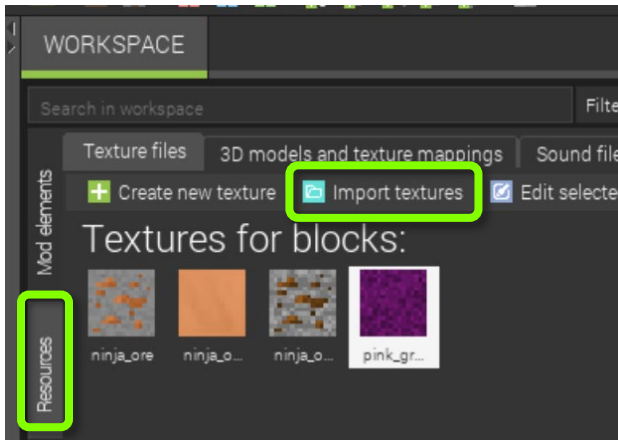


3. Click on the **Download** button to save the skin to your computer.

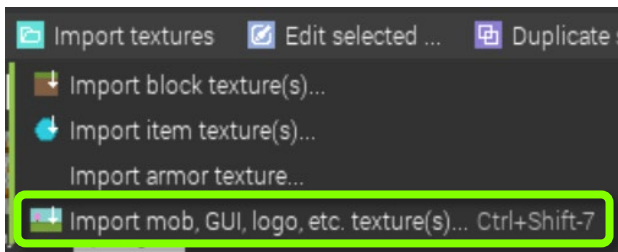


4. Open **MCreator** and click on the **Resources** tab.

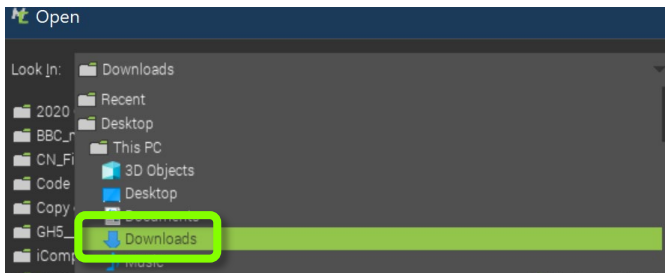
5. Click **Import texture**.



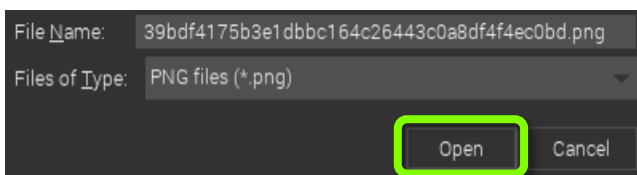
6. Select **Import Mob, GUI, Logo, etc.**



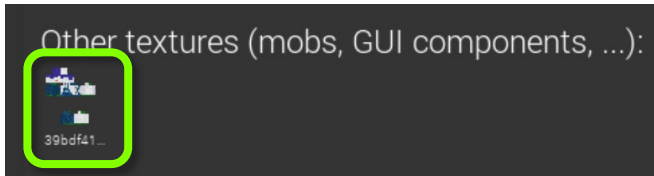
7. Click the **Look In** box at the top and find **Downloads**.



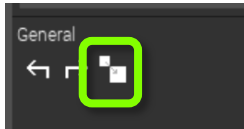
8. Inside **downloads**, find and select your texture (unless you renamed it, the file will have a very long name of numbers and letters).
9. Double-click it or click on it and select **Open**.



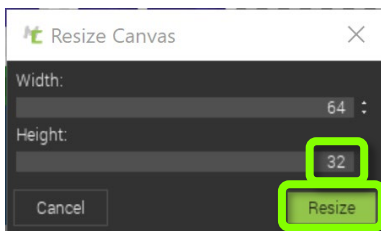
10. Your skin is now in the **Other textures** part of your **Resources**. Double-click your skin to open it.



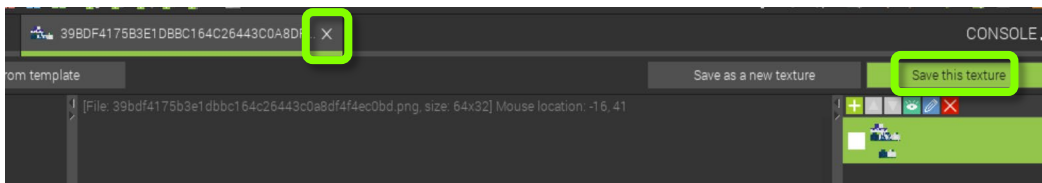
11. Click the **Resize** button next to the redo button as shown.



12. Click anywhere on the image. Change the height from **64** to **32** and click **Resize**.



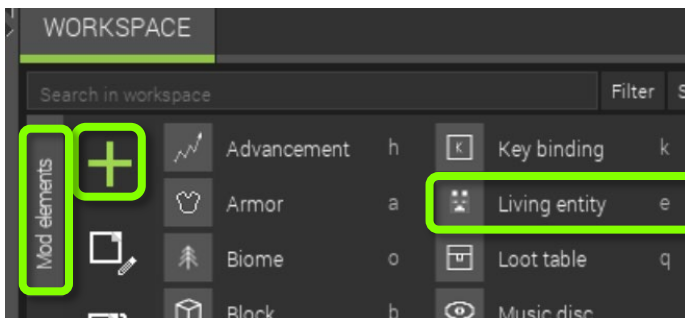
13. Click **Save this texture** and click **X** to close the tab.



Mob Living Entity

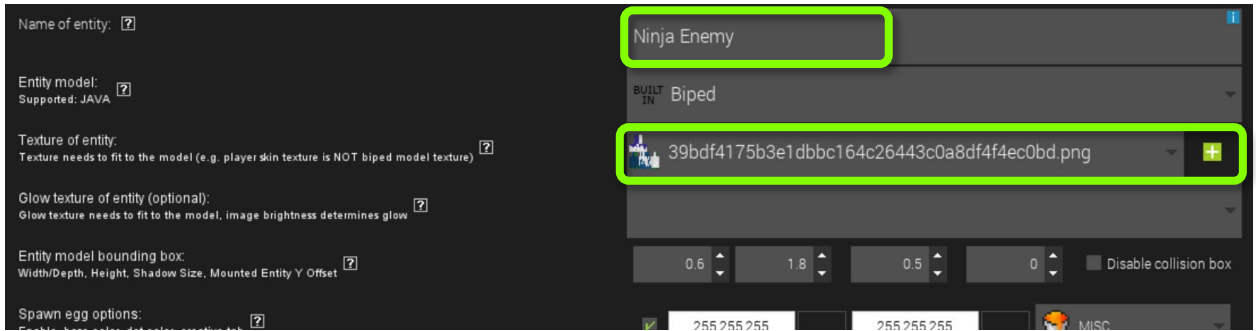
14. Click **Mod elements** and click the green **+**.

15. Select **Living entity** and give it the name **Ninja Enemy**. Click **Create**.



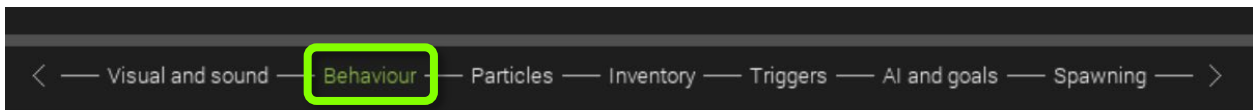
16. Change the **Name of entity** to something like **Ninja Enemy**.

17. Change **texture of entity** to the file you imported.

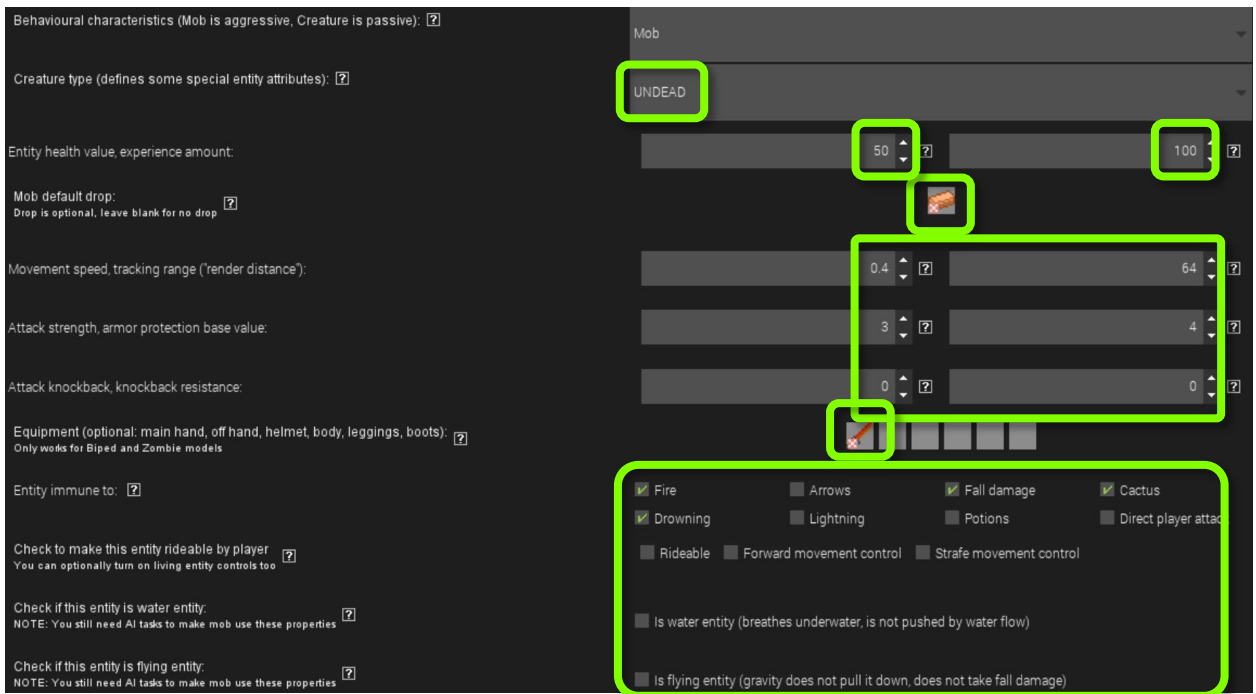


(Optional: add sounds)

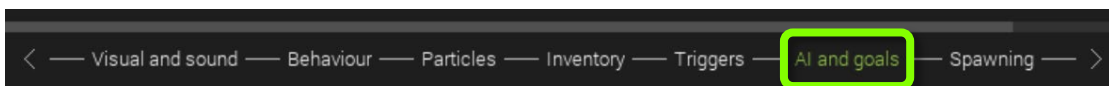
18. Switch to the **Behavior** page.



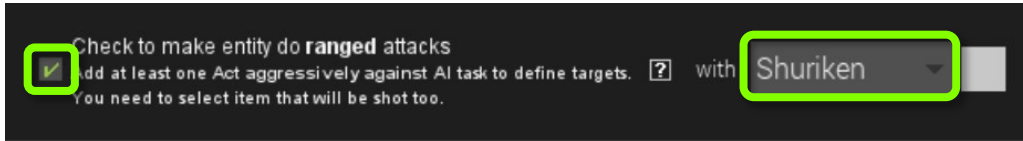
19. Give the mob the abilities and equipment that you'd like.



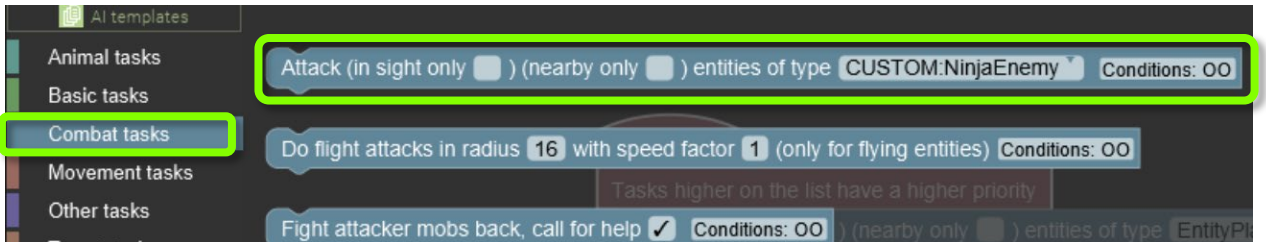
20. Click **AI and goals** at the bottom.



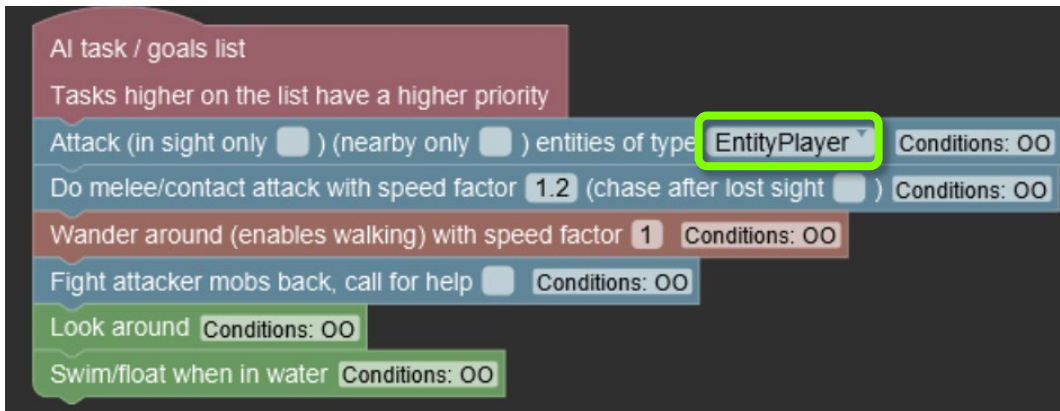
21. Check the box for **ranged attacks** and select the **Shuriken** as the weapon.



22. If you'd like the mob to attack you before you attack it, add in the **Attack ()** entities of type **block** from the **Combat tasks** category.



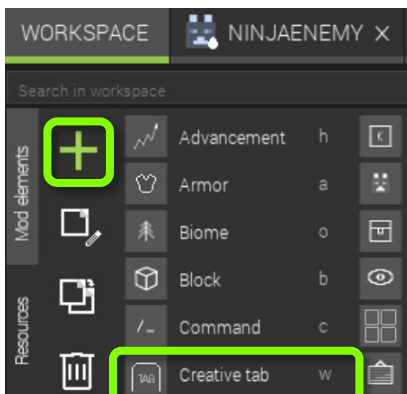
23. Change the **entities of type** parameter to **EntityPlayer**.



Creative Tab

Ninja Creative Inventory Element

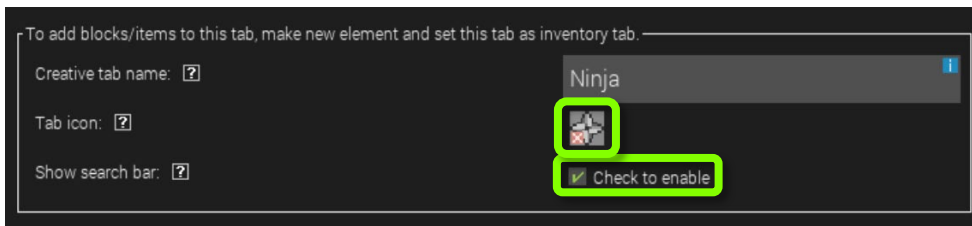
1. Click the green **+**.
2. Select **Creative tab**.



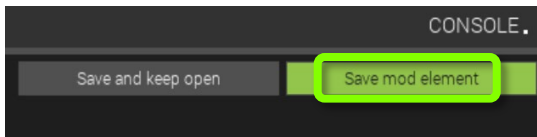
3. Give it a name like **Ninja** and click **Create new Creative tab**.



4. Pick any item for the **Tab icon**.
5. **Check** the box to enable the **search bar**.

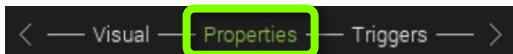


6. Click **Save mod element**.

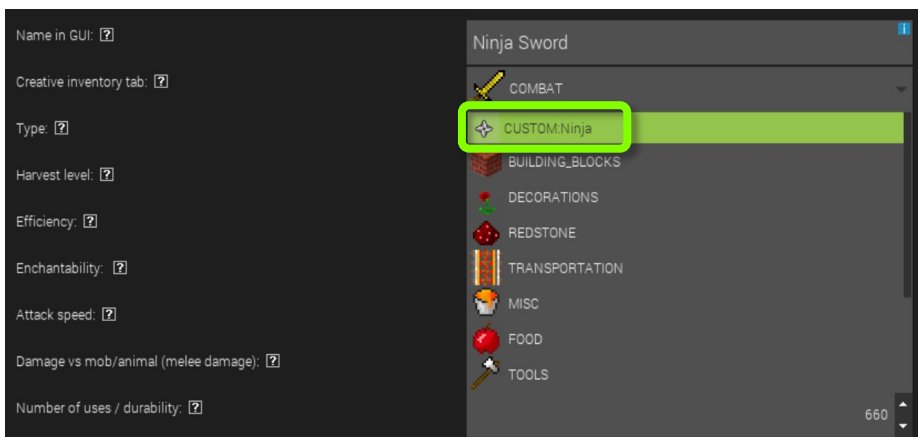


Move mods to Ninja Creative Tab

7. Set **Creative inventory tab** for all new mod items in their **Properties** page.



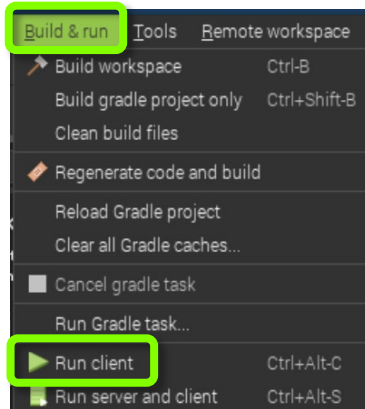
8. Open list for **Creative inventory tab** and select **CUSTOM:Ninja**.



9. Move all new mod items to the **Ninja** tab.

Find the Ninja Tab in the Inventory

10. Click on the **Build & run** menu and select **Run client**.



11. Enter a Creative world. Press “e” to view the Creative inventory. Press the arrow on the top right.



12. Select your Ninja tab to view your mod items.

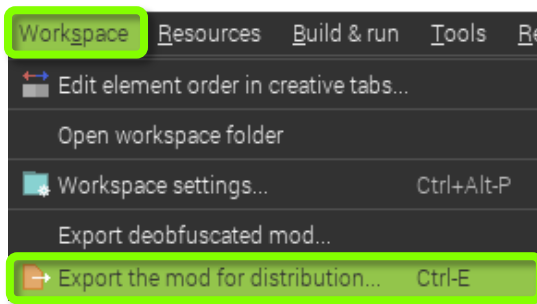


DAY 5

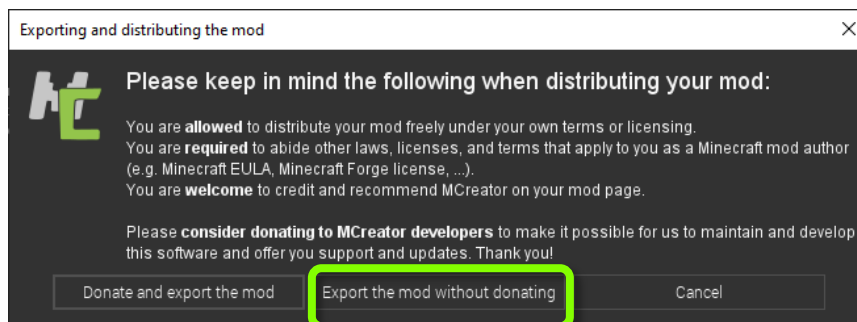
Exporting for Distribution

Export from MCreator

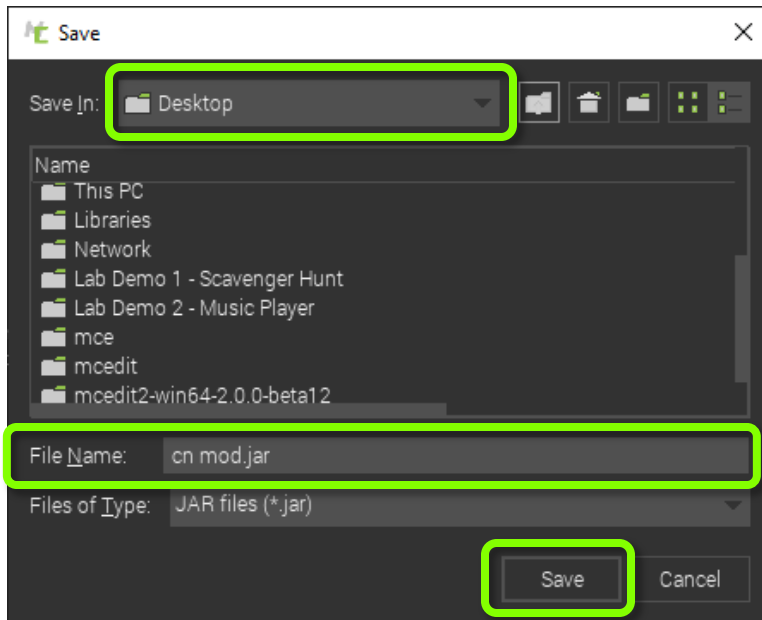
1. Open the **Workspace** menu.
2. Click **Export the mod for distribution...**



3. If you see a popup, click **Export the mod without donating**.

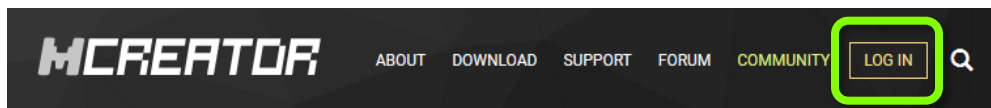


4. Give your mod a descriptive name and save it to the Desktop or another folder so you can find it easily later.



Creating an MCreator account

5. Go to mcreator.net
6. Click on **LOG IN**.



7. Click **Create one now!** at the bottom of the log in box.

Log in

Log in with your MCreator account

Login by username/email address:

You can use your username or email address to login.

Password:

Enter the password that accompanies your username.

[LOG IN](#)

Forgot your Password?
Don't have a user account yet? [Create one now!](#)

8. Enter your **email address**, your **username**, and **password**. Click the **I agree** box and complete the **Captcha**. Click **CREATE NEW ACCOUNT**.

Email address: *

A valid email address. All emails from the system will be sent to this address. The email address is not made public and will only be used if you wish to receive a new password or wish to receive certain news or notifications by email.

Username: *

Several special characters are allowed, including space, period (.), hyphen (-), apostrophe ('), underscore (_), and the @ sign.


Password: *

Confirm password: *

Provide a password for the new account in both fields.

I agree with Terms and Conditions of Use and Privacy policy *
You need to agree in order to create an account.:

CAPTCHA
This question is for testing whether or not you are a human visitor and to prevent automated spam submissions.

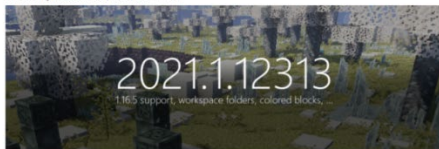
I'm not a robot 
reCAPTCHA
Privacy - Terms

CREATE NEW ACCOUNT

A welcome message with further instructions has been sent to your email address. ✕

MCreator 2021.1 pre-release

Published by Kiemen on Wed, 03/24/2021 - 12:18

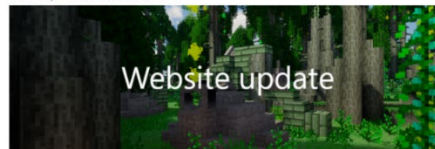


The pre-release of yet another huge MCreator update is here. This third snapshot adds 1.16.5 support, workspace folders, a lot of fixes, and much more. [Read more in the article.](#)

[Read more](#) 132 comments [Log in or register to post comments](#)

The first 2021 website update

Published by Kiemen on Sun, 03/07/2021 - 09:07



The now almost traditional start of the year website update is here. This time we added some long-requested features by the community. [More in the article. Read on!](#)

[Read more](#) 89 comments [Log in or register to post comments](#)

MCREATOR NEWS

- Find the email sent by **MCreator** and click on the **Activate account** button.

MCREATOR

Dear USERNAME,

Thank you for creating MCreator account!
Please activate your account by clicking the link below:

[Activate account](#)

Your account will be activated after the click and you will be able to log in.

If you did not create the account and someone else used this e-mail to create an account, ignore this e-mail and the account will automatically be removed after a while.

You are currently authenticated as user *mkn*.

[VIEW](#) [EDIT](#)

mkn
Member for: 2 days 22 hours

Online
Active 9 seconds ago
Points: 0



Uploading your mod

- Click Upload a mod on the MCreator site's menu.

ABOUT DOWNLOAD SUPPORT FORUM COMMUNITY **MY ACCOUNT** 🔍

News MCreator plugins Minecraft mods Mod of the week **Upload a mod**

- Fill out the form. Make sure you follow the **Modification Publishing Guidelines** at the top of the page. Your description needs to be at least 300

characters long.

Create Modification

Title: *

Images ^

These images will represent your mod. The first one will be used as the primary mod picture.

Add a new file: *

No files selected.

Maximum 6 files.
2 MB limit.
Allowed types: png, jpg, jpeg.
Images must be larger than 810x500 pixels. Images larger than 1700x955 pixels will be resized.

Description

Description: *

15. When you are finished, click **POST MODIFICATION TO THE COMMUNITY**.

POST MODIFICATION TO THE COMMUNITY

16. If you did not follow the guidelines, your mod will receive a message and it may be removed.

This post is unpublished! The page you are looking at is unpublished. Only author and moderators can access it. If the node was not unpublished by your request, it was most likely unpublished by one of the moderators as the consequence of not following our [content guidelines](#) found on the wiki.

If this is the case, check the comments on the page if moderator left any notes and in case this happened, please check the guidelines and moderator notes and try to fix the problems. Then you can contact us (you can also leave a comment on the post itself) to request another review. If the page follows the rules, we will publish it back.

Unpublished pages are automatically deleted after a while so make sure to act as soon as possible if you see this message!

17. View your published mod.

Published by mken on Fri, 03/26/2021 - 21:03



Share this on: [f](#) [t](#) [r](#)

Upvotes: 0 ▲

Downloads: 2

Category: Other

Project status: In development

Modification type: Minecraft Forge mod

Latest supported Minecraft version: 1.15.2

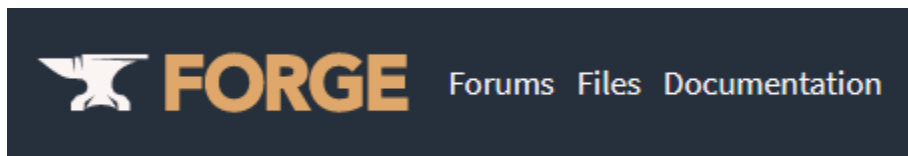
[Jump to downloads](#)

This is the mod I made at Code Ninjas Camps. It has a few armor mods that give you super jump abilities. All art and designs were done by me. Feel free to edit it! I still want to add my custom monster, but it didn't make it into this version. There are some missing tools as well. I hope that you enjoy!

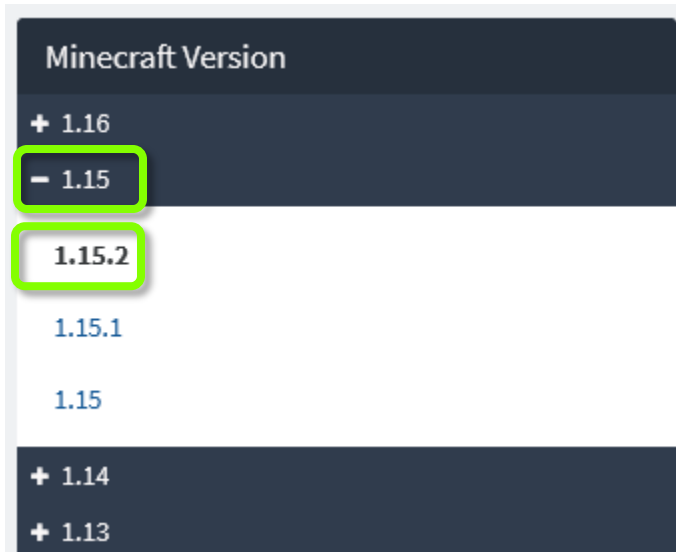
Installing a Mod

Install Forge

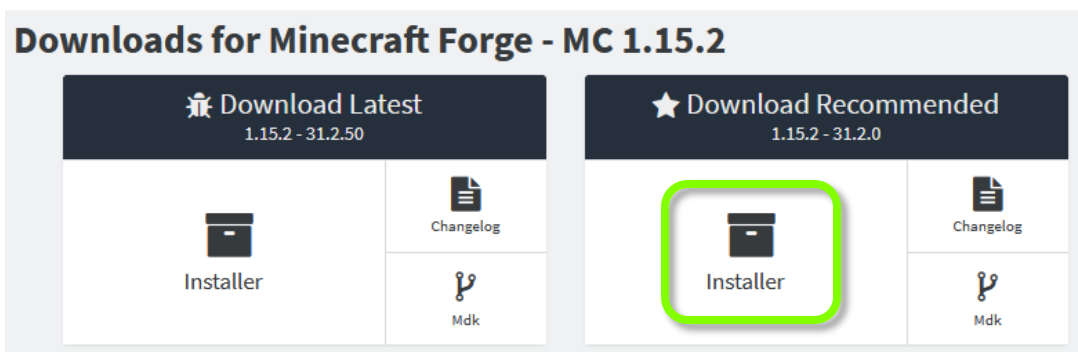
1. Go to <https://files.minecraftforge.net/>



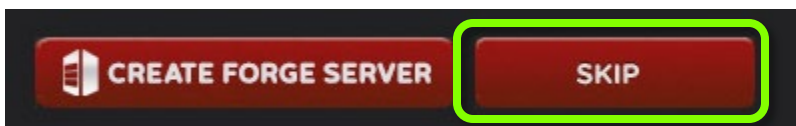
2. On the left menu, click 1.15 then 1.15.2 to select the version compatible with MCreator.



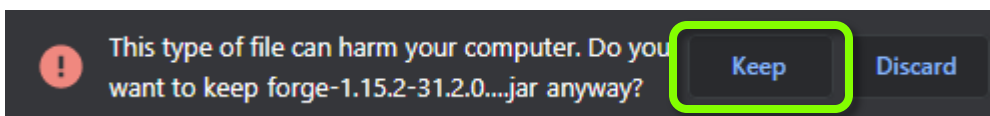
3. Click the **Installer** under **Download Recommended**.



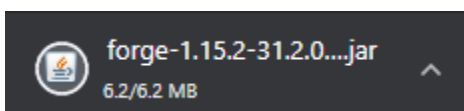
4. If you get an ad, wait for the time. Then click **SKIP**.

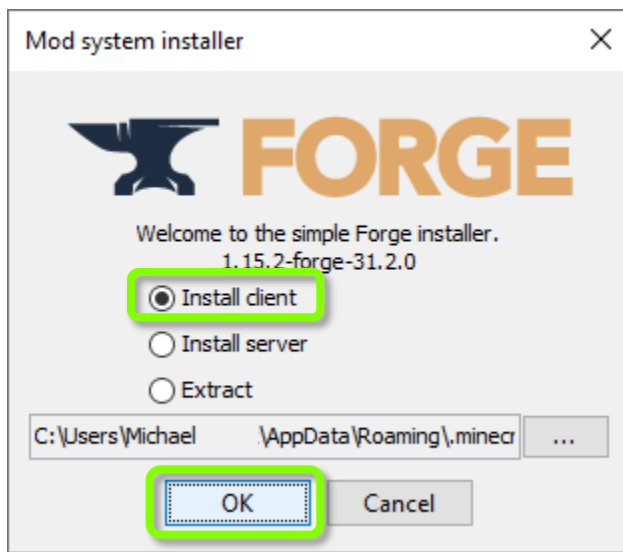


5. If you get a warning, click Keep.

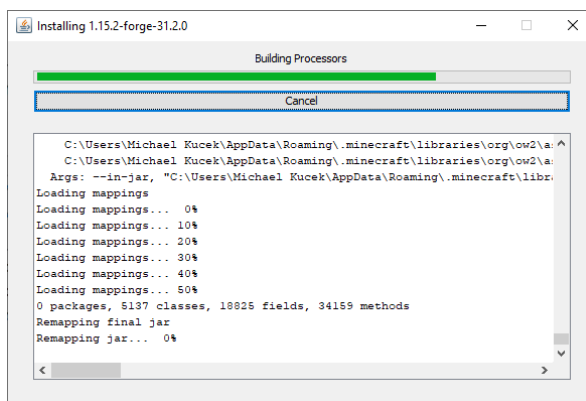


6. Click on the **forge-1.15.2-31.2.0....jar** file to open the installer.

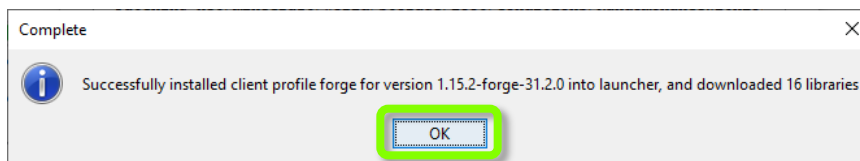




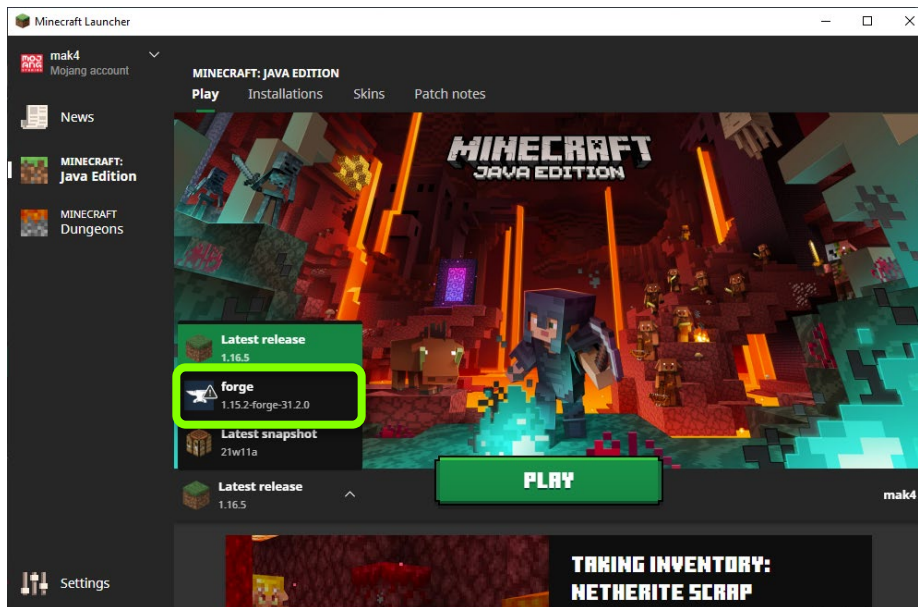
8. Wait for the installer to complete.



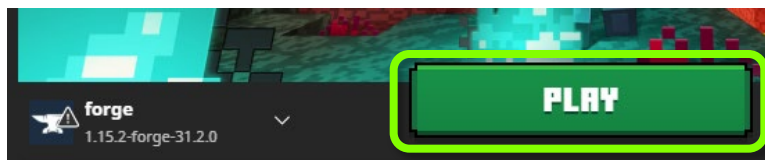
9. When the installation completes, click OK.



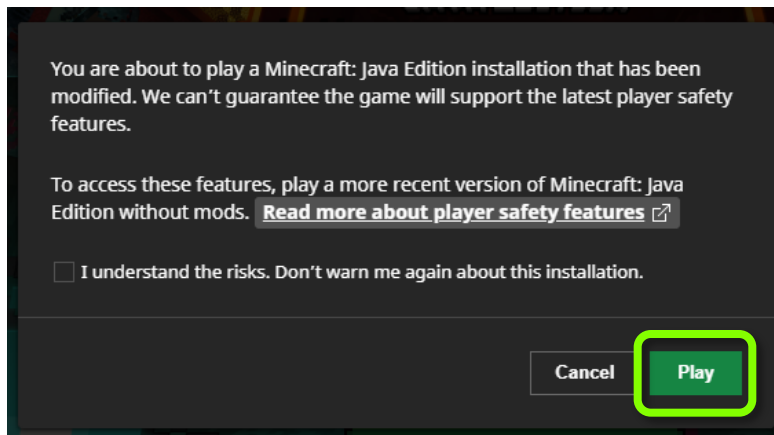
10. Open Minecraft and select **forge**.



11. With **forge** selected, click **PLAY**.



12. If you see a warning, click Play.



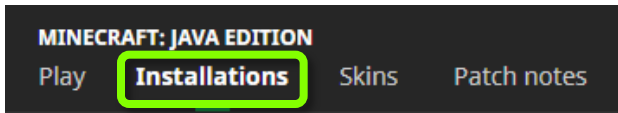
13. Before you can load your mod, you must run Minecraft one time.

14. Create a new world and join it.

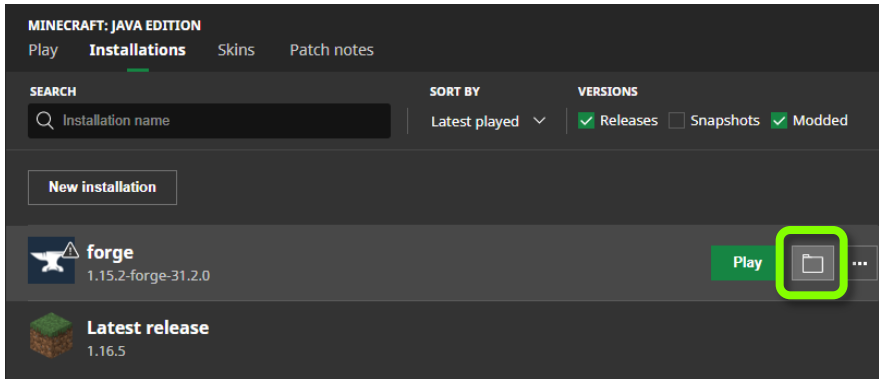
15. Exit the world and exit Minecraft.

16. Open Minecraft Launcher again.

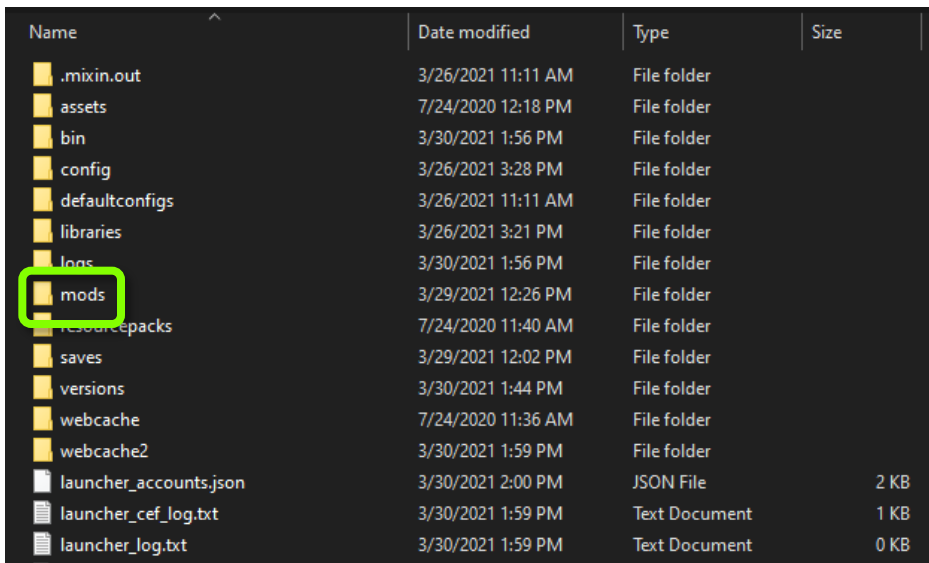
17. Click the **Installations** tab.



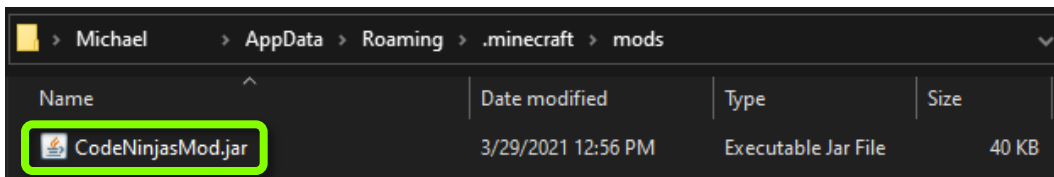
18. Click the **folder** icon on the **forge** row.



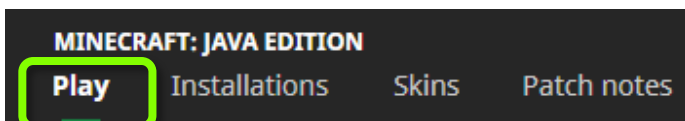
19. In the new window, find and open the **mods** folder.



20. Drag your mod's .jar file into this folder.



21. Go back to Minecraft Launcher and click on the Play tab.



Modding with Minecraft® Ninja Guide

22. Make sure forge is selected and click PLAY.



23. You will now see your mods in your world!