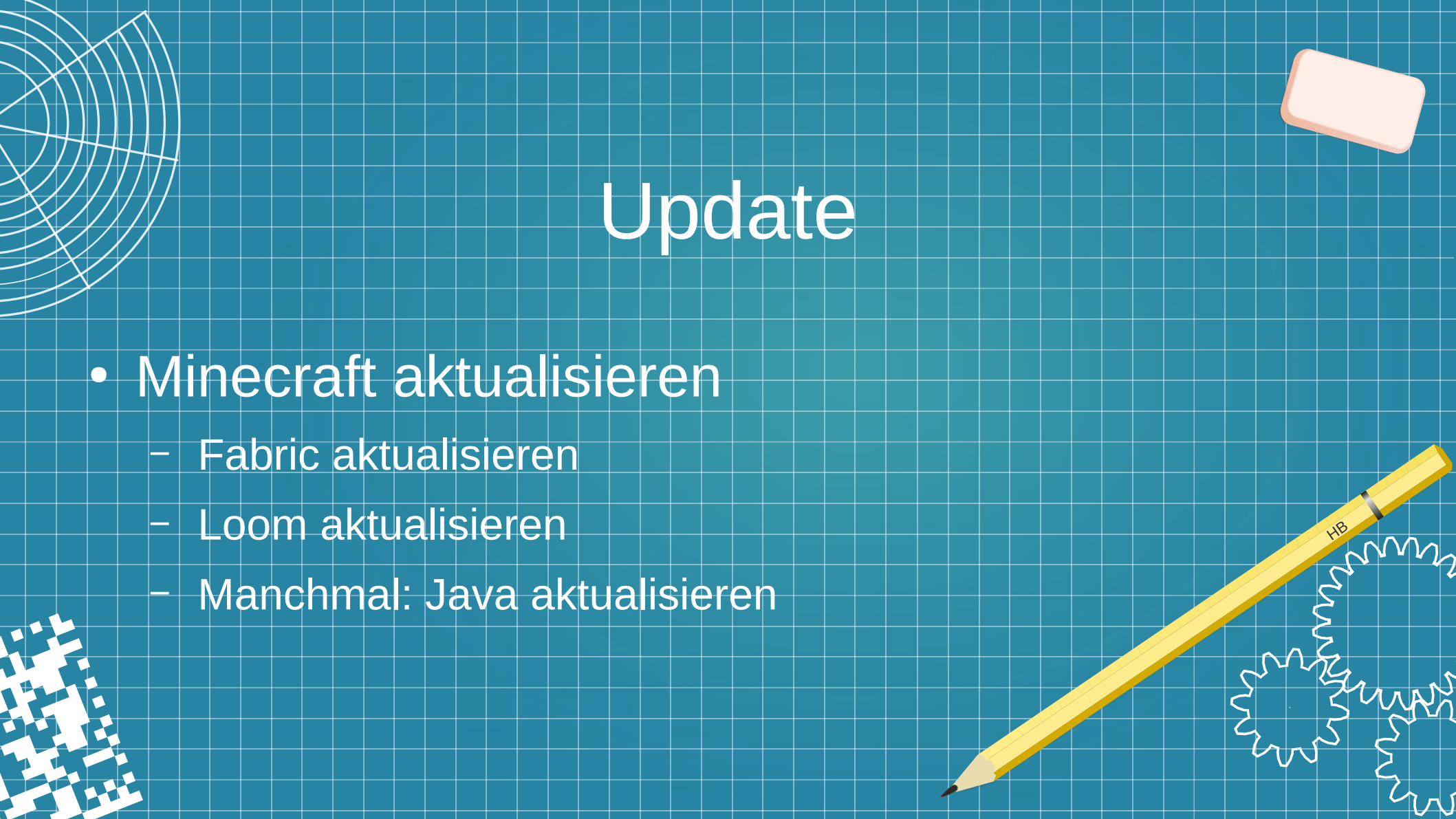




Update, Build and Share

Minecraft / Fabric aktualisieren
Den Mod bauen
Den Mod verteilen



Update

- Minecraft aktualisieren
 - Fabric aktualisieren
 - Loom aktualisieren
 - Manchmal: Java aktualisieren



Update News

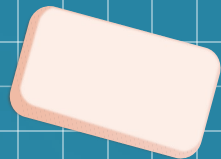
- <https://fabricmc.net/blog/>
 - Listet die Änderungen für Modder auf
- <https://fabricmc.net/develop>
 - Zeigt die neuen Versionsnummern an



Anpassen in den Dateien

- /gradle.properties
- /src/main/resources/fabric.mod.json
- ggf. /build.gradle

/gradle.properties



Local: gradle.properties

```
1# Done to increase the memory available to gradle.
2org.gradle.jvmargs=-Xmx1G
3org.gradle.parallel=true
4
5# Fabric Properties
6# check these on https://fabricmc.net/develop
7minecraft_version=1.21.5
8yarn_mappings=1.21.5+build.1
9loader_version=0.16.14
10
11# Mod Properties
12mod_version=0.0.1
13maven_group=de.jotthyfan.gta.gdp
14archives_base_name=gtagdp
15
16# Dependencies
17fabric_version=0.127.0+1.21.5
```

gradle.properties 61bf4a2 (Jotthyfan)

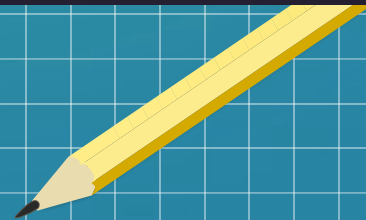
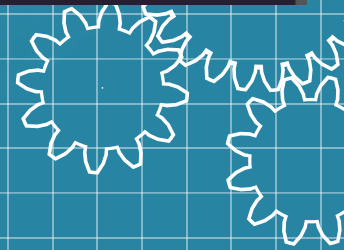
```
1# Done to increase the memory available to gradle.
2org.gradle.jvmargs=-Xmx1G
3org.gradle.parallel=true
4
5# Fabric Properties
6# check these on https://fabricmc.net/develop
7minecraft_version=1.21.4
8yarn_mappings=1.21.4+build.4
9loader_version=0.16.9
10
11# Mod Properties
12mod_version=0.0.1
13maven_group=de.jotthyfan.gta.gdp
14archives_base_name=gtagdp
15
16# Dependencies
17fabric_version=0.114.0+1.21.4
```

/src/main/resources/ fabric.mod.json



```
25 "mixins": [  
26   "gtagdp.mixins.json"  
27 ],  
28 "depends": {  
29   "fabricloader": ">=0.16.14",  
30   "minecraft": "~1.21.5",  
31   "java": ">=21",  
32   "fabric-api": "*"   
33 },  
34 "suggests": {  
35   "another-mod": "*"   
36 }
```

```
25 "mixins": [  
26   "gtagdp.mixins.json"  
27 ],  
28 "depends": {  
29   "fabricloader": ">=0.16.9",  
30   "minecraft": "~1.21.4",  
31   "java": ">=21",  
32   "fabric-api": "*"   
33 },  
34 "suggests": {  
35   "another-mod": "*"   
36 }
```



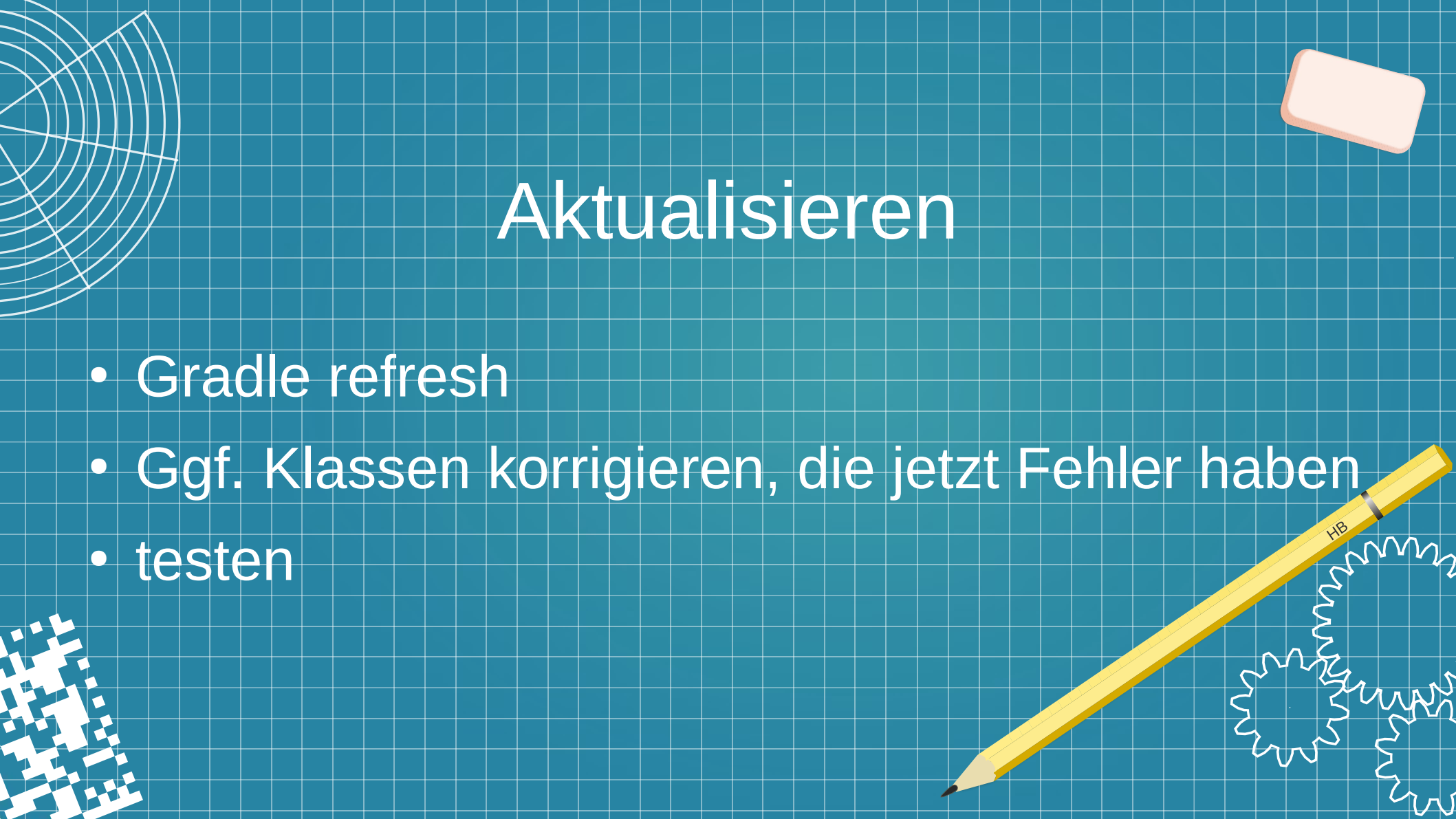
/build.gradle

Local: build.gradle

```
1 plugins {  
2   id 'fabric-loom' version '1.10-SNAPSHOT'  
3   id 'maven-publish'  
4 }  
5  
6 version = project.mod version
```

build.gradle cf8026b (Jottyfan)

```
1 plugins {  
2   id 'fabric-loom' version '1.9-SNAPSHOT'  
3   id 'maven-publish'  
4 }  
5  
6 version = project.mod version
```



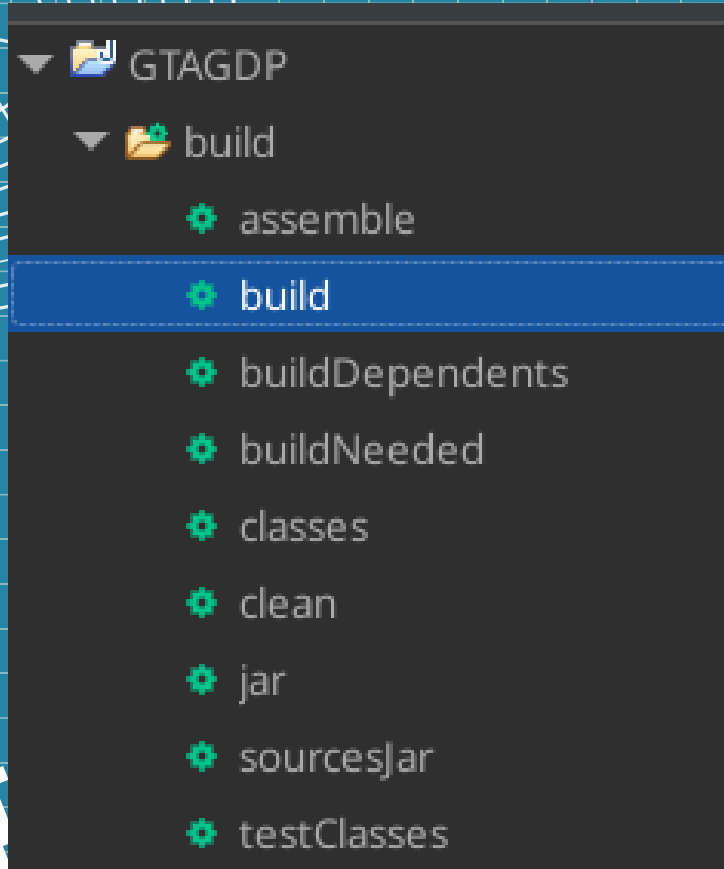
Aktualisieren

- Gradle refresh
- Ggf. Klassen korrigieren, die jetzt Fehler haben
- testen



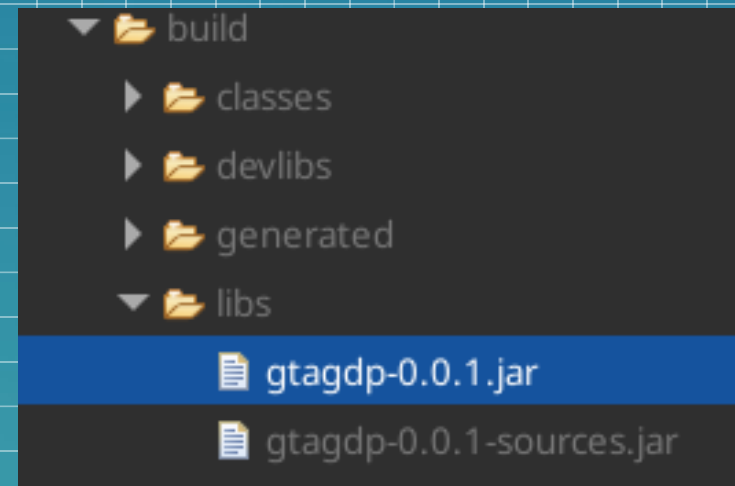
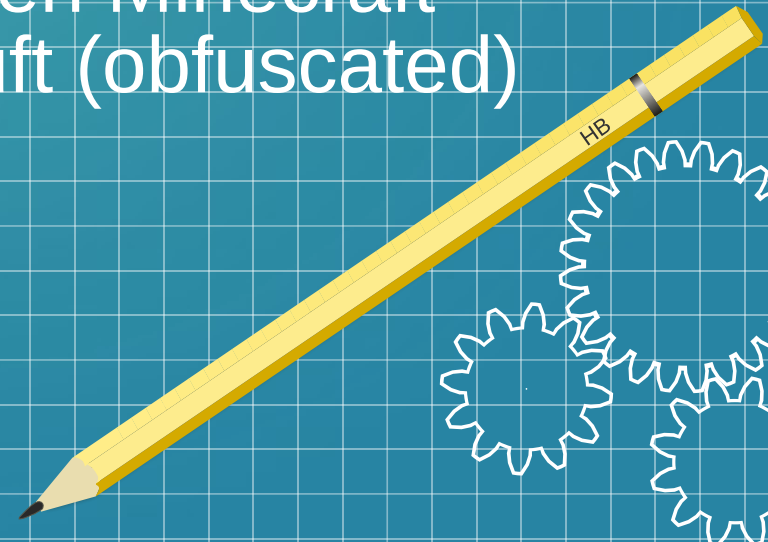
Arbeit sichern

- Git add, git commit & git push



Build

- Baut den Mod so, dass er auch in einer richtigen Minecraft-Installation läuft (obfuscated)
- Dateien unter
/build/libs





Share

- Per E-Mail verschicken
- Auf offiziellen Mod-Servern publizieren
 - Am Beispiel von Modrinth

**quickiefabric** Public

a small mod to speed up minecraft playing for people like me that don't have so much time

[987](#)[4](#)

Game Mechanics

Transportation

[Description](#)[Gallery](#)[Changelog](#)[Versions](#)[Upload a version](#)[Click to choose a file or drag one onto this page](#)[Game versions](#) ▾[Channels](#) ▾

1

2

>

Description

Gallery

Changelog

Versions

[Back to versions](#) > quickiefabric 0.0.1

quickiefabric 0.0.1

+ Create

× Cancel

Changelog

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Preview

Write something...

📄 This editor supports [Markdown formatting](#).

Metadata

Release channel

Release

Version number

0.0.1

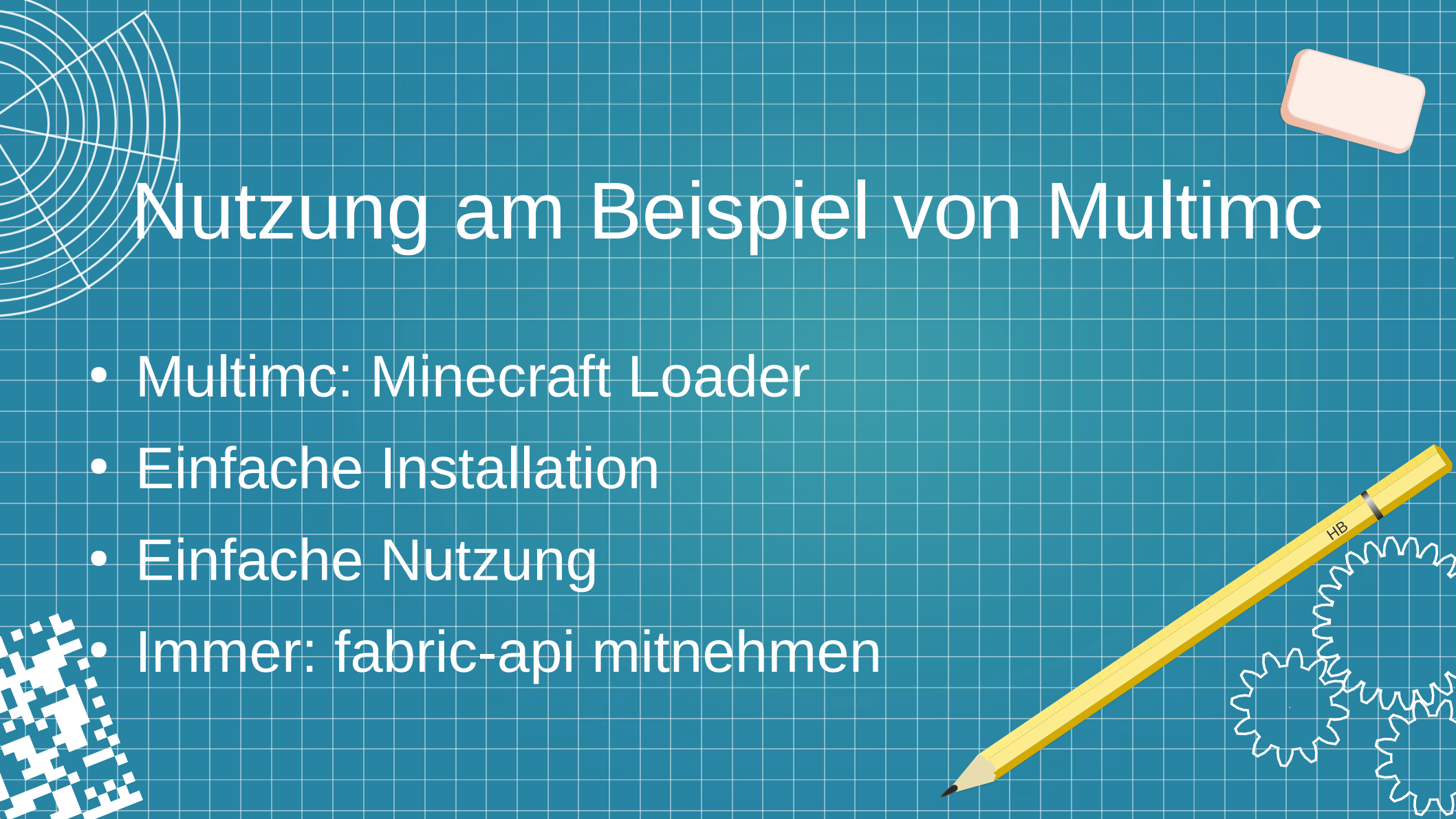
Loaders

Fabric ×

Game versions

1.21.5 ×

☐ Show all versions

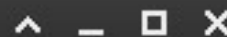


Nutzung am Beispiel von Multimc

- Multimc: Minecraft Loader
- Einfache Installation
- Einfache Nutzung
- Immer: fabric-api mitnehmen



MultiMC 5 - Version 0.7.0-4228 auf lin64 — MultiMC 5



Instanz hinzufügen



Ordner



Einstellungen



Hilfe



Aktualisieren



fabric1.20.4



fabric1.21



fabric1.21.1



fabric1.21.3



fabric1.21.4



fabric1.21.5



fabric1.21.4

Gruppe ändern

Starten

Offline starten

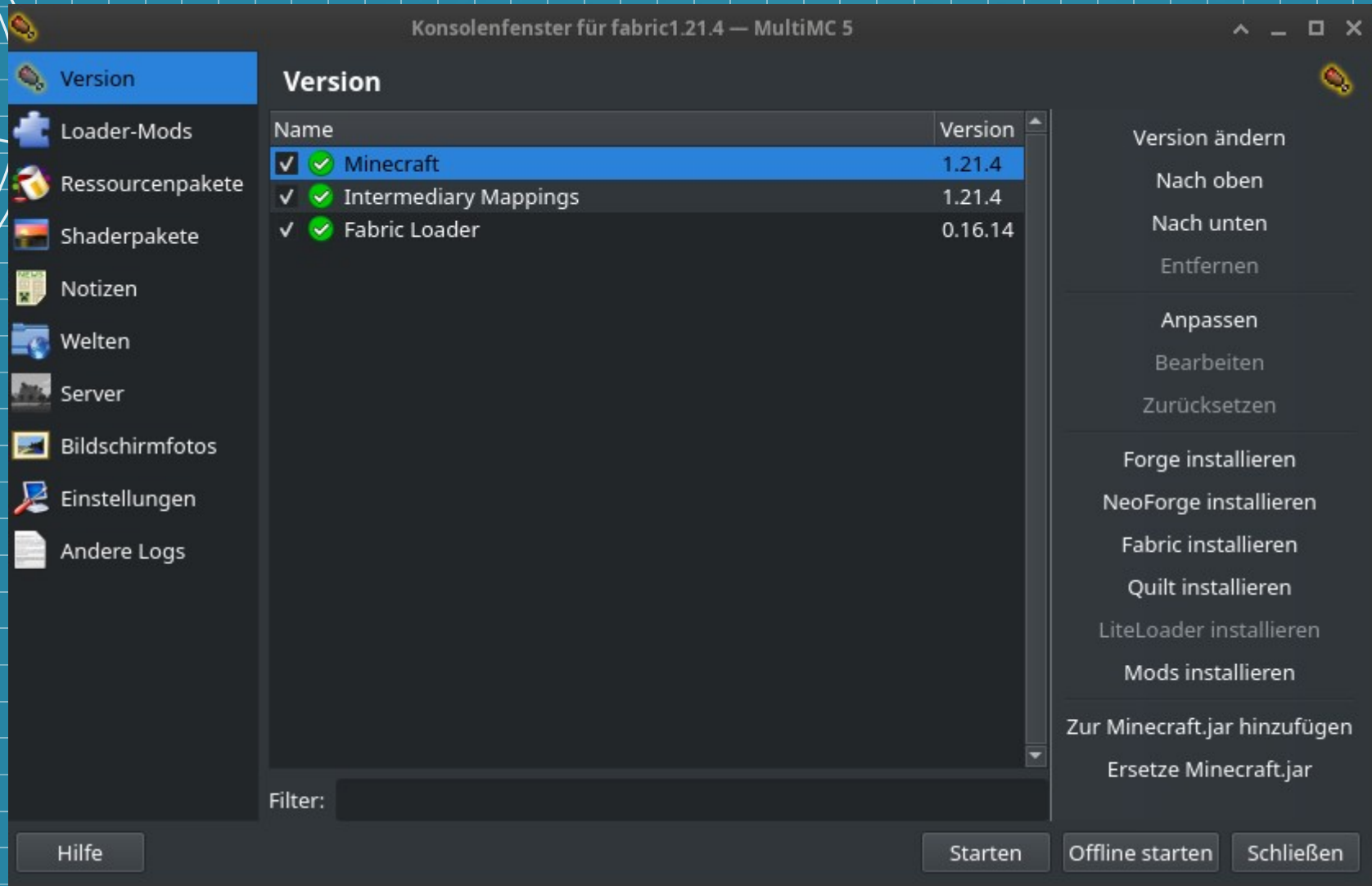


0.7.0 - The forever develop release



Mehr Nachrichten

Minecraft (Minecraft), Zuletzt gespielt für 34min 43s, gesamt gespielt für 5d 12h 4min Total playtime: 19d 9h 58min





Version



Loader-Mods



Ressourcenpakete



Shaderpakete



Notizen



Welten



Server



Bildschirmfotos



Einstellungen



Andere Logs

Konsolenfenster für fabric1.21.4 — MultiMC 5

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□

×



Loader-Mods

	Name	Version	Zuletzt geändert
✓	AdditionalStructures-1.21.4-(v...		01.02.25 09:06
✓	AdoraBuild: Structures	2.9.1	28.12.24 10:20
✓	Advanced Netherite	2.2.2-1.21.4	29.12.24 18:36
✓	Aeternum	1-v1.0.5+1.21.4	06.03.25 20:57
✓	Alpine (alpha)	0.25.3.1	06.03.25 20:59
✓	Animal Garden - Mouse	1.0.1	16.02.25 22:02
✓	Architecture	15.0.3	22.02.25 18:00
✓	Armored Wool	1.2.1	01.02.25 09:05
✓	Auto Harvest	1.0.0	11.02.25 18:12
✓	Bad Packets	0.8.2	12.01.25 16:12
✓	BadlandsOverhaulFabric	1.0	12.03.25 20:40
✓	Balm	21.4.17	06.03.25 20:56
✓	Berry tweaks	1	12.01.25 16:18
✓	Best Bundles	1.21.4-1.1.2	04.12.24 01:01
✓	Biolith	3.2.1	08.02.25 16:01
✓	BiomesOPlenty	21.4.0.20	23.01.25 22:13
✓	Bird Nests!	1.2.0+mc1.21.4	06.03.25 20:56
✓	Bundle Weight Counter	1.1.0	01.02.25 09:06
✓	Cauldron Mud	1-V1	10.12.24 17:15
✓	Chalk	3.0.0+1.21.4	21.12.24 11:58
✓	ChoiceTheorem's Overhauled...	3.5.6	06.03.25 20:56

Filter:

Hinzufügen

Entfernen

Aktivieren

Deaktivieren

Konfigurationen öffnen

Ordner öffnen

Hilfe

Starten

Offline starten

Schließen



Game over

- <https://wiki.fabricmc.net/start>
 - Wiki für allgemeine Mod-Konzepte
- <https://docs.fabricmc.net/develop/>
 - Entwickler-Doku als Nachschlagewerk