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## How to make a texture pack for minecraft bedrock

Resource packs let you customize textures, font styles, sounds, models, interfaces, and other things for Minecraft. This is also possible with servers so that everyone on your server can use the custom resource pack. You can create your own resource pack or use the readily available ones shared on Minecraft websites like Planet Minecraft and the Minecraft Forum. After you find the resource package you want to use. Follow these steps to set this up on your Minecraft Bedrock server. (Note: This can only be done if you have access to a computer and the Windows 10 version of Minecraft). For this example we will use a resource package called 'AKTexture 2.3.0'. Once you have the resource pack you want to download to your computer, double-click the file and it will automatically be installed in the Windows 10 version of Minecraft. The game version for Windows 10 should now be open. Tap 'Play' in the main menu, and then under the Create New and Create New World tab. Choose which settings in the world you prefer and name your world. Then, at the bottom left edge, click Resource Packages, and then click My Packages, and then select the package you want on your server and click Enable. Once you do this you can see if it applies to the world in the upper right corner in the Active section. Once you know it's being applied correctly, tap Create and create your world. You will be loaded into your world with the resource pack enabled. Tap Escape, and then click save and close, which will take you back to the Worlds menu. Now you can close the game or minimize the window. If you have not already created your Shockbyte server world, then make sure that your server is set to the Bedrock version you want and then create the world and close the server. If you have already created the world of your server, go to the next step. In the multicraft head to 'Files', then 'FTP File Access'. For the next steps you'll need to use an FTP administrator, I'll be using FileZilla that we have a guide to. Once here, follow our filezilla guide to connect to your server and access the files. In the lower right of FileZilla find the folder worlds and open it. Inside should be a folder titled world - open the folder and it should look like mine does here. Now you need to find the folder for the Minecraft Windows 10 file Open your document folder, and in the path bar place copy and paste C:\Users\your computer's user name\AppData\Local\packages\Microsoft.MinecraftUWP\_9wekyb3d8bbwe\LocalState\games\com.mojang\minecraft\Worlds - remember to replace the user name part with your own computer user name. The folders here are your minecraft Windows 10 Edition worlds. They will have strange names, as in the screenshot above, so if you have multiple worlds you can calculate which of which by opening the folder and clicking on the levelname text file, which will open open and show you the name of the world outside. In this screenshot the name of the world is Random World. Once you know you have the right folder, open it and select the files world\_resource\_packs, world\_resource\_pack\_history, and the folder resource\_packs and drag them all to the lower right of FileZilla. You can see your files queued at the bottom left of FileZilla. If you receive a pop-up window that stops the transfer saying the destination file already exists select the Replace and Apply only to the current queue box. Then tap OK. Once the queue in FileZilla is complete, open the 'resource\_packs' folder from the server's home directory (NOT the one in the world) in the upper-right corner of FileZilla. This will open your server's resource packet folder at the bottom right of FileZilla. From the world folder on your computer, open the resource\_packs. Here you need to find the folder for the resource package you created your world with. Drag this folder over the lower-right part of FileZilla to the 'resource\_packs' folder on the server. Follow step 11 again if necessary. Once the queue is complete, start your server from the Multicraft panel. Once your server is connected, anyone connected will be prompted to download the resource package. They can either download the package and join, or join without downloading the package. If you need any further assistance, please contact our support at: 1 Open the Minecraft directory folder. There are three ways you can go to the Minecraft directory folder. They are as follows: Windows: Type %AppData% in the search bar next to the Start menu, and press Enter. Open the Finder. Click Go to the menu bar at the top. Hold the selection and click Library. Click the minecraft folder. Inside Minecraft: Start Minecraft: Click the Options button on the title screen. Click Resource Packages. Click Open Package Folder. Navigate back one folder. 2 Double-click the versions folder. You'll find it in the middle of the .minecraft folder. 3 Double-click the folder in the most recent version. As of June 2020, the latest version of Minecraft is 1.16.1. This means that you will double-click the 1.16.1 folder. If in doubt, look for the largest number here. 4 Copy the JAR file. The Jar file has an icon with a cup of coffee on it. The file name is the latest version number of Minecraft. right-click the Jar file and click Copy. If the mouse or trackpad doesn't have right and left buttons, use two fingers to tap on the trackpad (or press the trackpad button), or press the right side of the button to simulate a right click. 5 Go back to the Minecraft directory folder. In Windows, just click .minecraft in the address bar at the top of File Explorer to return a folder. On the Mac, click the back arrow arrow in the upper-left corner of the Finder. 6 Create a new folder for the texture pack. Use the following steps to create a new folder for the texture pack: Right-click an empty area in the Minecraft directory folder. Click New (Windows only) Click New Folder Type a name. Press enter. 7 Open the texture pack folder and paste the JAR file into it. Double-click the folder you just created to open it. Then right-click and click Paste. 8 Export the JAR file using WinRAR or 7-zip. The Jar file works a lot like a zip file. Right-click the JAR file. Click the 7-zip button (if you are using 7-zip). Click Export to [JAR name] (do not click Export Here.) 1 Go to the Textures folder. It is in the new folder that you created when you exported the JAR file. Use the following steps to navigate to the Textures folder within the new folder you just created when you exported the Jar file: Open the folder with the version number in it. Open the assets folder. Open the minecraft folder. Open the textures folder. 2 Find a texture category that you want to edit and open in its folder. Each folder has a different texture category. You can find some textures in the following folders: The various blocks are listed in the Block folder. Mobs, animals, villagers and illagers are listed in the Entity folder. Items can be found in the Item folder. Clouds, rain, snow, and the sun can be found in the Environment folder. Various effects such as smoke, explosions, drips, etc. can be found in the Particle folder. 3 Open a texture in an image editor. Find a texture you want to edit, right-click it, and then click Open With. Then select an image editor, such as Photoshop or GIMP. The picture will be very small. You'll need to zoom in before you can edit it. 4 Edit your texture. Use Paint to make color changes to your texture. This step is up to you how you want to redesign textures. 5 Save over the image file. When you're done changing your image file, just save it. Make sure that you save it as a PNG file by using the same file name and location. 6 Edit any other textures you want to change. Edit as many textures as you want to edit. When you're done, you can proceed to the next step. 7 Return to the folder with the version number. After you've finished editing all the textures and you're ready to try them, go back to the folder you create when you the Jar file. It has the version of Minecraft that you are currently using. 8 Create and open a new text file. Use the following steps to create a new text file: Windows: Click Home click New Click New Item, click Text Document press Enter. Mac: Click the spotlight icon that looks like a magnifying glass in the upper-right corner of the menu bar. Type textedit in the search bar.. Click Edit Text. 9 Enter the resource package code. Type Type the following code in the text document. You can add any description you want for your texture pack after description. Make sure that each line of code is on its own line:1] { pack:{ pack\_format:5, description:[Any description you want to give your package] } } 10 Save the text file as a .mcmeta file. Use the following steps to save the file as a .mcmeta: Windows file: Click Save As in File... Type pack.mcmeta in the File name text field. Click the Save as type drop-down box. Select All files next to Save as Type. Click Save Mac: Click File Click Save pack.mcmeta in the Save As text field. Click Save Locate pack.mcmeta (in the Documents folder by default). Click the file name. Remove the .rt from the end. Move the file to the file that you created when you exported the JAR file. 11 Create the resource package. Use the following steps to create a zip file in the resource pack:[2] Hold down Ctrl or Option and select the assets folder and mcmeta file. Right-click any file, click Compress 2 items (Mac only). Click 7-zip (if you're using 7-zip.) Make sure zip is selected in the Archive format section. Click Ok. 12 Copy the zip file of the resource package to the resourcepacks folder. Once you copy the zip file over, you're ready to access the texture pack in Minecraft. Use the following steps to copy the zip file to the Resource Packages folder: Right-click the zip file of the resource pack. Go back to the .minecraft folder on a PC or the minecraft folder on your Mac. Open the resourcepacks folder. Right-click any black space. Click Paste. 1 Open Minecraft. Reopen the startup if you have closed it, and then click PLAY. If you didn't close the startup, click the News tab before clicking PLAY. 2 Click on the options.... It's in the lower-left corner of the Minecraft splash screen. 3 Click Resource Packages.... You'll find this option at the bottom left of the page. 4 Click the picture of the resource pack. This will move from the left column to the right column. 5 Click Finish. It's at the bottom of the page. This will load your resource pack into the game, after which point you can any existing (or new) world to experience your updated texture pack. 6 Add new question Question Will this work on a 12-year-old computer? Probably, yes, but if you make big changes and want the FPS to run smoothly you'll probably want to use it on a newer computer to avoid delay/crash issues. Question Can I make a Minecraft texture pack without owning Minecraft? Yes, you can. Just run the demo, close the demo, and then look in the game directory. Open the jarfile version file (versions1.11.2\1.11.2.jar etc.) with WinRAR or a file opener. Then, export the assets folder from the archive to a folder where you will edit the textures. Then copy copy the whole folder in gamedirectory/resourcepacks, go to the game, go to the options, go to the resource packs, and it should work. Question Can something go wrong and cause me to lose the original textures? yes, but it's amazing. One thing you can do is copy the texture/folder file and save it somewhere else on your computer in case the texture file or folder gets accidentally deleted, corrupted, or properly edited. Question What is a Minecraft texture pack? Minecraft texture packs are used to change the entire Minecraft art style. Question Can I make new blocks? Not. This method works only to change the textures of existing blocks. Question I can not find the bin folder as it does not exist in my catalog. I use Windows 10, what can I do? There is no bin folder with newer versions of Minecraft, your jar should be in versions/1.10.1/1.10.1.jar. Turn off 1.10.1 with Minecraft. Question How do I reduce the size of the crosshair in the center? You can't, unless you're at MCPE. You can't adjust that. Question How do I get texture packs in the console version? There's no way to have your own texture pack on the console. You will need to buy it from the Minecraft store for this version. Question Is there any other way to make a custom texture pack besides the folder? There are also apps in the Google Play Store/App Store to do this, but it's more likely for MCPE. Question I get a message that reads, There is no bin folder with newer versions of Minecraft. Your jar should be in versions/1.10.1/1.10.1.jar. Turn off 1.10.1 with Minecraft. What am I supposed to do? Just search for the .jar with the name of any version you're using. It should look a bit like, version (your version number) .jar. See more answers Ask a question This article was co-authored by our trained team of authors and researchers who validated it for accuracy and completeness. 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