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# **minecraft-launcher-lib**

*Release 0.1*

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minecraft-launcher-lib is a easy to use Python library for creating your own Minecraft Launcher.



# CHAPTER 1

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## command

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command contains the function for creating the minecraft command.

```
get_minecraft_command(version, path, options)
```

Returns the command for running minecraft as list. The given command can be executed with subprocess. utils contain a function where you can get the default minecraft directory.

options is a dict:

```
options = {
    #This is needed
    "username": The Username,
    "uuid": uuid of the user,
    "token": the accessToken,
    #This is optional
    "executablePath": "java", #The path to the java executable
    "jvmArguments": [], #The jvmArguments
    "launcherName": "minecraft-launcher-lib", #The name of your launcher
    "launcherVersion": "1.0", #The version of your launcher
    "gameDirectory": "/home/user/.minecraft", #The gameDirectory (default is the path_
↳given in arguments)
    "demo": False, #Run Minecraft in demo mode
    "customResolution": False, #Enable custom resolution
    "resolutionWidth": "854", #The resolution width
    "resolutionHeight": "480", #The resolution height
    "server": "example.com", #The ip of a server where Minecraft connect to after_
↳start
    "port": "123", #The port of a server where Minecraft connect to after start
}
```

You can use the account module to get the needed information.





## CHAPTER 2

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### install

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install allows you to install minecraft.

```
install_minecraft_version(versionid, path, callback=None)
```

Installs a minecraft version into the given path. e.g. `install_version("1.14", "/tmp/minecraft")`. `utils` contain a function where you can get the default minecraft directory.

`callback` is a dict with functions that are called with arguments to get the progress. You can use it to show the progress to the user.

```
callback = {
    "setStatus": some_function, #This function is called to set a text
    "setProgress": some_function, #This function is called to set the progress.
    "setMax": some_function, #This function is called to set to max progress.
}
```

Files that already exists will not be replaced.



## CHAPTER 3

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### account

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account contains functions for interacting with your mojang account.

```
login_user(username, password)
```

Login to your mojang account. The response contains things like accessToken, clientToken, uuid and something else.

**Note:** You should never save username and password! Only the client token.

```
validate_access_token(username, password)
```

Returns true, if the accessToken is valid. Else it will return false. You should check that before frunning minecraft.

```
refresh_access_token(access_token, client_token)
```

Get a new accessToken.

```
logout_user(username, password)
```

Log a user out.

```
invalidate_access_token(access_token, client_token)
```

Make a accessToken invalid.



utils just contains a few functions for helping you.

```
get_minecraft_directory()
```

Returns the path to the standard minecraft directory.

```
get_latest_version()
```

Returns the latest versions of snapshot and release.

```
get_version_list()
```

Returns a list of all versions with the type.

```
get_installed_versions(path)
```

Returns a list with all installed versions in the given path.

```
get_available_versions(path)
```

Returns a list with all installable and only local installed (e.g. Forge) versions.

```
get_java_executable()
```

Return the path to the java executable. This may not work on all systems correct.

```
get_library_version()
```

Return the version of the library.



## CHAPTER 5

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### Indices and tables

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- `genindex`
- `modindex`
- `search`