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# **Carpet Mod Documentation**

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Welcome to the manual for [Carpet Mod](#), a powerful and configurable toolbox for technical Minecraft.



To use Carpet, you must first have the Carpet patches. You can either build the patches as detailed in the `README.md` file at the root of the git repository, or download them from the [releases page](#).

### 1.1 Patching automatically

For Linux, a `mktest.sh` script is provided in the Carpet git repository. Simply clone the repository or just download the script and run it. Run `./mktest.sh -h` for help.

A simple recipe for its usage would be to copy the latest Carpet patch download URL, and run `./mktest.sh -d <carpet patch url> -o carpet.jar`.

For Windows, a `mktest.cmd` script is provided, but it currently lacks the functionality of `mktest.sh`. It is intended for building patches after doing development locally.

### 1.2 Patching manually

Carpet is distributed as a patch for the Minecraft server jar, so it can be installed by splicing all files from the Carpet archive into the Minecraft server jar. If this makes sense to you, you don't have to continue reading.

#### 1.2.1 Download

First, create a clean directory (folder). For this tutorial, we call it `carpet`. There, download the vanilla jar and Carpet patch.

- [Download the 1.12 vanilla server jar](#).
- [Download the latest Carpet patch](#).

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**Note:** For the remainder of this tutorial, we will assume that the server jar is called `minecraft_server.1.12.jar`, and the carpet archive is called `carpet-18_06_20.zip`.

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### 1.2.2 Splice

Copy the vanilla server jar into a new file. Here, we'll call it `carpet-1.12-18_06_20.jar`.

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**Note:** Using a filename like `carpet-1.12-18_06_20.jar` for your Carpet installation allows you to differentiate between server brands (vanilla vs. spigot vs. carpet), Minecraft versions, and Carpet versions.

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Now, copy all the files from the Carpet archive into the Carpet jar, which is what we called `carpet-1.12-18_06_20.jar`. Jar files are actually just zip files.

### Windows

The easiest way to splice the patches into the Carpet jar is:

- Install 7-Zip,
- open both the Carpet jar and Carpet patch archive in 7-Zip, and
- select all files in the opened Carpet archive and drag them into the Carpet jar.

You can alternatively follow Gnembon's method in [his installation video](#), but be aware that it is made for an older version.

### Linux

In case you are installing the Carpet patches on a Linux machine, you can use the following commands for our example.

```
# Extract Carpet patches from zip
mkdir carpet-18_06_20
cd carpet-18_06_20
unzip ../carpet-18_06_20.zip

# Splice into Carpet jar
jar -uvf ../carpet-1.12-18_06_20.jar *
```

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**Note:** The `jar` command shown is included in JDK packages. You might alternatively use the `zip` command, but that is currently undocumented.

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## 1.3 Running the server

You should now have a proper Carpet installation in the Carpet jar. This is runnable like any other Java Minecraft server.

See [Sponge's launch script documentation](#).



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### Monitoring game events

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To keep tabs on internal game values, you can use Carpet loggers. When you *subscribe* to a logger, Carpet displays and automatically updates its information at the bottom of the TAB menu.

#### 2.1 Using the interactive menu

Carpet provides an interactive logging menu, accessible with the `/log` command. Simply entering the command will display all loggers and their current status. Some loggers have different modes visible in the `/log` menu. Click on a mode to subscribe to it. If a logger is activated, click the red `[X]` to unsubscribe.

#### 2.2 Using the command interface

Use `/log [logger] [mode]` to subscribe to and unsubscribe from Carpet loggers. If the mode is unspecified, or an invalid mode, the command will toggle subscription for the given logger, using the default mode if subscribing.

To unsubscribe from all loggers, use the `/log clear` command.



## CHAPTER 3

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### Indices and tables

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