

Minecraft Bedrock Version On M1?

You might be using an out of date browser. It might not display this or other websites appropriately.

You must upgrade or use another browser.

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- #26

MK500 mentioned:

Here is me enjoying Bedrock Minecraft on my M1 Air with all video settings set to max, 70 degree area of view, and Render Distance at 32 chunks.

[View attachment 1677125](#)

This is the most recent model of Minecraft. I own it on iPad, so I simply downloaded the .ipa file from my iPad and it installed fantastic on my Mac. It runs very fast, and permits as much as an eighty chunk draw distance. I used a PS4 controller to play. It will probably join via bluetooth or USB.

This isn't good but, because it should play full display screen/res vs. playing in a window. However my point is that it will be trivial for Microsoft to replace this to work completely on this Mac.

Let me know in case you have any questions or if there's a specific factor you want to see me do like hook up with a server or download something from the store (all of which work). Or I can play multiplayer when you wish to see that.

Sorry there isn't a sound in the recording. It does not seem like the macOS built in display screen recorder can capture sound. I can guarantee you all Minecraft sounds are working tremendous.

[Click to expand...](#)

Wait, how would you replace this? Would you have to replace it on your iPad and download the .ipa to your Mac again? And ALUSKY are the world records data saved?

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- #27

I hope Mojang updates bedrock to work with M1 Macs. Until then, you can use Bignox, an Android Emulator, in your Mac. The rationale I say Bignox instead of BlueStacks is as a result of for Minecraft PE, Bignox has built in controls.

- Dec 9, 2020

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- #28

MCAvenger_25 said:

I hope Mojang updates bedrock to work with M1 Macs. Till then, you should utilize Bignox, an Android Emulator, in your Mac. The rationale I say Bignox instead of BlueStacks is because for Minecraft PE, Bignox has inbuilt controls.

[Click to expand...](#)

Me, too. It's one of those things that needs to be a straightforward "gimme" for them.

AVonGauss

Oct 6, 2006

338

135

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- #29

Deleted.

Last edited: Aug 9, 2021

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- #30

AVonGauss said:

I would like to be unsuitable, however I would not get your hopes up for a proper Mac model anytime soon. The code base is already there, but they seem to wish to leverage Minecraft as a Windows 10 exclusive.

[Click to expand...](#)

Then why not leverage it as a Xbox exclusive also? They ported the bedrock edition to Playstation 4.

-

- #31

MCAvenger_25 mentioned:

Wait, how would you replace this? Would you need to replace it in your iPad and obtain the .ipa to your Mac once more?

Click on to expand...

Yes. Something you've up to date on your iPad seems in iMazing and you can obtain the .ipa again. I simply upgraded to the latest version this way and it works rapidly and easily.

MCAvenger_25 said:

And the place are the world files saved?

Click on to increase...

Reactions: OneCoinLunch

- Dec 10, 2020

-

- #32

MK500 said:

Then why not leverage it as a Xbox unique also? They ported the bedrock version to Playstation 4.

Click to increase...

And, they at the moment have it under macOS for Java. Bedrock would connect a superb variety of customers already within the macOS ecosystem with their In App Purchases, which would make them no small sum of money, possible price taking the small effort to tweak the iOS model. Plus, they wouldn't have to assist the Java version natively on M1 machines.

I'd be stunned in the event that they didn't have somebody working on this already.

Reactions: MK500

C

cawaker

Apr 1, 2009

15

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- #33

Operating the iPhone ipa works nice on my M1 MacBook Pro high-quality, however the controller assist appears damaged, it drifts and sticks, so it's always spinning off in random

instructions.

Anybody else working into controller points with Minecraft on an M1?

U

Unregistered 4U

macrumors 603

Jul 22, 2022

6,387

4,328

-

- #34

cawaker mentioned:

Running the iPhone ipa works advantageous on my M1 MacBook Pro tremendous, but the controller assist seems broken, it drifts and sticks, so it's all the time spinning off in random directions.

I've tried it with a bluetooth PS4 controller and a older Nimbus controller through lighting cable.

Anyone else operating into controller points with Minecraft on an M1?

Click on to expand...

does it run full display screen?

-

- #35

Unregistered 4U mentioned:

does it run full display?

Click on to broaden...

Yes. As of Big Sur 11.1 all iOS apps can run full display.

Caveats:

- It is 4:Three on a 16:9 display so you end up with black bars on the sides.

- The lower decision is more noticeable when in full screen.

Remember that is principally the iPad app operating on Mac. It's totally fast because it runs native. Nonetheless there are limitations because it would not really "know" it is on a higher resolution MacBook/Mini.

Reactions: OneCoinLunch and Unregistered 4U

- Jan 1, 2021

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- #36

cawaker stated:

Running the iPhone ipa works superb on my M1 MacBook Pro fantastic, however the controller help seems broken, it drifts and sticks, so it's all the time spinning off in random instructions.

Click on to develop...

Just fired it up and played some time using my DS4 on Bluetooth. No drift or some other problems. Often that can be what occurs when the stick is dying (I have a pair lifeless DS4s with this drawback). However that is odd if it is occurring with two completely different controllers. Do you could have a distinct DS4 you possibly can try? What version Minecraft are you working (decrease right corner on foremost menu).

Does the problem occur instantly, or solely after you play for some time? I only played about 10 minutes tonight; but may try longer tomorrow.

Last edited: Jan 2, 2021

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- #37

MK500 mentioned:

Sure. Anything you've got up to date in your iPad seems in iMazing and you may obtain the .ipa once more. I just upgraded to the newest version this manner and it really works shortly and easily.

If you use spotlight to search for "Minecraft" you will see the worlds. On my machine the path appears like this:

Code:

```
/Customers/MK500/Library/Containers/blah-blah-long-code-right here/Data/Documents/video games/com.mojang
```

Are you able to send a video tutorial for this? I am undecided how you'll get the new world information to the new .ipa. Also, if you install Minecraft via iOS, will the decision/aspect ratio

like an iPad or an iPhone? (sorry for late reply, somehow i didn't get an email notification)

Edit: really nvm, i found a youtube remark saying you'll be able to launch app retailer in amazing and download updates that way (syncing through wi-fi)

-

- #38

MCAvenger_25 stated:

Are you able to ship a video tutorial for this? I'm not sure how you'd get the new world recordsdata to the brand new .ipa. Additionally, should you install Minecraft by way of iOS, will the resolution/aspect ratio like an iPad or an iPhone? (sorry for late reply, somehow i did not get an electronic mail notification)

Click to expand...

Because it happens I did this yesterday. I used the Apple Configurator 2 methodology, however it is a lot the identical. Quite simple, but the trick was to airdrop the .ipa to the Apple Silicon Mac (i.e. use another Mac to get the .ipa from the iPad and then airdrop). This step removes the "you do not need permission to run this" error message.

The side ratio is 4:3, so in full display I've black bars on either facet on my 16:9 32" 4K display.

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- #39

antipodean stated:

As it occurs I did this yesterday. I used the Apple Configurator 2 method, however it is a lot the same. Quite simple, however the trick was to airdrop the .ipa to the Apple Silicon Mac (i.e. use another Mac to get the .ipa from the iPad and then airdrop). This step removes the "you wouldn't have permission to run this" error message.

The .ipa is the app, not your world or save recordsdata. You would need to retrieve those by way of your account or airdrop the world files. In my case the world we used was a realm, so just log-in with your Microsoft account for Minecraft. I have used airdrop to transfer worlds to and from my kids's units.

The facet ratio is 4:3, so in full screen I've black bars on either facet on my 16:9 32" 4K show. Click on to develop...

I mean, I suppose that's kinda annoying you must do that every replace, but it's not too dangerous. And it is running natively, so that is good.

-

- #40

MCAvenger_25 said:

I imply, I suppose that is kinda annoying you must do that each update, however it's not too dangerous. And it is running natively, so that's good.

Click on to broaden...

There hasn't been an update since I facet loaded it, so I stay hopeful that it will update mechanically. Hopeful, however not assured.

We are able to reside in hope.

Reactions: MCAvenger_25

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- #41

antipodean stated:

There hasn't been an update since I aspect loaded it, so I remain hopeful that it will replace automatically. Hopeful, but not assured.

Probably simply wishful pondering, but I questioned if the following update may bring official M1 help for bedrock Minecraft with native show sizing and an choice keyboard and mouse controls.

We can dwell in hope.

Click to expand...

That would be epic: both versions of minecraft operating natively on M1, you could play with everybody you knew who has any version of minecraft! i imply you may do that with android emulators however NATIVELYYYYYY!

-

- #Forty two

MCAvenger_25 stated:

That could be epic: both versions of minecraft operating natively on M1, you can play with everyone you knew who has any model of minecraft! i mean you possibly can do this with android emulators but NATIVELYYYYYY!

Click on to develop...

I also used my M1 mini (16GB/1TB) as a Minecraft server using ARM64 Java. Predictably no downside in any respect for the mini.

pugxiwawa

macrumors 6502

Nov 10, 2009

253

446

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- #43

I can by no means get keyboard and mouse to work on iPad or M1. I do not perceive why it is displaying to have keyboard assist however nothing works. Is there a special setting I am missing? The one option to play is through controller it appears.

antipodean

macrumors regular

May 2, 2014

161

109

- Jan 11, 2021

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- #forty four

Similar here. Have to use a controller (or touch screen on iPad). Mouse on M1 acts like a finger on touchscreen. Keyboard is just for chat/commands. Unusual that they left the redundant keyboard mouse section of the settings menu in when it does nothing.

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- #Forty five

pugxiwawa said:

I can by no means get keyboard and mouse to work on iPad or M1. I don't perceive why it is showing to have keyboard help however nothing works. Is there a special setting I am lacking? The only approach to play is thru controller it seems.

Click on to expand...

You're not lacking settings: despite iOS 14's current addition for apps so as to add keyboard controls, Mojang hasn't added that into Minecraft PE. The one method is a controller, except Mojang provides that in.

-

- #Forty six

antipodean stated:

Similar right here. Have to make use of a controller (or touch display on iPad). Mouse on M1 acts like a finger on touchscreen. Keyboard is only for chat/commands. Unusual that they left the redundant keyboard mouse section of the settings menu in when it does nothing.

Click on to increase...

It is strange, why have it there if it's useless?

MK500

Contributor

Aug 28, 2009

387

434

- Jan 13, 2021

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- #forty seven

MCAvenger_25 stated:

Are you able to send a video tutorial for this? I'm unsure how you'd get the brand new world files to the brand new .ipa. Additionally, if you install Minecraft via iOS, will the decision/side ratio like an iPad or an iPhone? (sorry for late reply, somehow i did not get an e mail notification)

Edit: truly nvm, i discovered a youtube remark saying you possibly can launch app retailer in imazing and download updates that means (syncing by way of wi-fi)

Click on to broaden...

The worlds are usually not removed whenever you replace the app, as they are saved in a distinct location. So you possibly can safely update with out dropping your information.

- Jan 19, 2021

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- #48

Anyone see the latest change that you can't sideload apps from ios utilizing imazing

anymore?

nicfle

macrumors member

Jul 2, 2014

41

24

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- #49

For now it is again doable to install iOS apps to M1. It's uncertain how long this is. So, would possibly wish to download and set up whereas it is possible. The iAmaizing2 resolution labored for me.

M

MCAvenger_25

macrumors beginner

Dec 9, 2020

18

- Jan 21, 2021

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- #50

nicfle said:

For now it is again potential to install iOS apps to M1. It's uncertain how long this is. So, may need to download and set up whereas it's potential. The iAmaizing2 solution labored for me. Click to develop...

<https://twitter.com/i/web/standing/1350381884195426304>

this guy made a program that may nonetheless extract the .ipa and set up it regardless of the recent change. He hasn't released it yet, however it should be epic! my solely question: how would you update these?

Reactions: Klerih

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2

three

Subsequent

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