

Minecraft Bedrock Version On M1?

You are using an out of date browser. It may not show this or other websites appropriately.
You must upgrade or use an alternative browser.

Prev 1

2

three

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- #26

MK500 said:

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

[View attachment 1677125](#)

This is the newest model of Minecraft. I personal it on iPad, so I just downloaded the .ipa file from my iPad and it put in positive on my Mac. It runs very fast, and allows up to an eighty chunk draw distance. I used a PS4 controller to play. It will probably connect through bluetooth or USB.

This is not excellent yet, because it should play full display screen/res vs. playing in a window. But my point is that will probably be trivial for Microsoft to replace this to work completely on this Mac.

Let me know you probably have any questions or if there's a particular factor you wish to see me do like connect to a server or obtain one thing from the shop (all of which work). Or I can play multiplayer in the event you want to see that.

Sorry there is no sound in the recording. It doesn't appear like the macOS built in display screen recorder can seize sound. I can assure you all Minecraft sounds are working tremendous.

[Click to expand...](#)

Wait, how would you replace this? Would it's a must to replace it on your iPad and obtain the .ipa to your Mac once more?And where are the world recordsdata stored?

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- #27

I hope Mojang updates bedrock to work with M1 Macs. Till then, you should utilize Bignox, an Android Emulator, on your Mac. The reason 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 mentioned:

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

Click on to expand...

Me, too. It's a type of issues that must be a simple "gimme" for them.

AVonGauss

Oct 6, 2006

338

135

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- #29

Deleted.

Final edited: Aug 9, 2021

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- #30

AVonGauss mentioned:

I would love to be mistaken, however I wouldn't get your hopes up for a proper Mac model anytime soon. The code base is already there, but they appear to wish to leverage Minecraft as a Windows 10 exclusive.

Click to develop...

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

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- #31

MCAvenger_25 mentioned:

Wait, how would you replace this? Would it's a must to update it in your iPad and obtain the

.ipa to your Mac again?

Click to increase...

Sure. Something you may have updated in your iPad seems in iMazing and you may download the .ipa once more. I just upgraded to the newest version this way and it works shortly and simply.

MCAvenger_25 stated:

And where are the world records data stored?

Click on to develop...

Reactions: OneCoinLunch

- Dec 10, 2020

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- #32

MK500 said:

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

Click on to broaden...

And, they currently have it underneath macOS for Java. Bedrock would join a very good variety of customers already within the macOS ecosystem with their In App Purchases, which might make them no small amount of money, likely value taking the small effort to tweak the iOS model. Plus, they wouldn't must support the Java model natively on M1 machines.

I'd be shocked if they didn't have someone working on this already.

Reactions: MK500

C

cawaker

Apr 1, 2009

15

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- #33

Working the iPhone ipa works fine on my M1 MacBook Pro superb, however the controller support seems broken, it drifts and sticks, so it's always spinning off in random instructions.

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

U

Unregistered 4U

macrumors 603

Jul 22, 2022

6,387

4,328

-

- #34

cawaker stated:

Running the iPhone ipa works fine on my M1 MacBook Professional advantageous, but the controller help seems broken, it drifts and sticks, so it is 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 running into controller issues with Minecraft on an M1?

[Click to broaden...](#)

does it run full display screen?

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- #35

Unregistered 4U said:

does it run full display?

[Click on to broaden...](#)

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

Caveats:

- It is 4:3 on a 16:9 display screen so you end up with black bars on the sides.
- The decrease decision is extra noticeable when in full display.

Remember that is principally the iPad app running on Mac. It is very quick because it runs

native. Nevertheless there are limitations because it would not actually "know" it's on a higher decision MacBook/Mini.

Reactions: OneCoinLunch and Unregistered 4U

- Jan 1, 2021

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- #36

cawaker mentioned:

Working the iPhone ipa works advantageous on my M1 MacBook Pro effective, but the controller support appears damaged, it drifts and sticks, so it's always spinning off in random directions.

Click to increase...

Just fired it up and performed a while utilizing my DS4 on Bluetooth. No drift or another problems. Normally that could be what occurs when the stick is dying (I have a pair useless DS4s with this downside). But that's odd if it's occurring with two totally different controllers. Do you may have a special DS4 you possibly can strive? What model Minecraft are you operating (lower proper corner on essential menu).

Does the issue happen instantly, or only after you play for a while? I solely performed about 10 minutes tonight; but might attempt longer tomorrow.

Last edited: Jan 2, 2021

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- #37

MK500 said:

Sure. Anything you might have up to date in your iPad appears in iMazing and you may obtain the .ipa once more. I simply upgraded to the newest version this fashion and it works quickly and easily.

If you use spotlight to seek for "Minecraft" you can find the worlds. On my machine the path appears to be like like this:

Code:

```
/Customers/MK500/Library/Containers/blah-blah-lengthy-code-  
here/Knowledge/Paperwork/video games/com.mojang
```

Are you able to ship a video tutorial for this? I am not sure how you would get the brand new world information to the new .ipa. Additionally, in the event you install Minecraft through iOS, will the resolution/aspect ratio like an iPad or an iPhone? (sorry for late reply, in some way i

didn't get an e-mail notification)

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

-

- #38

MCAvenger_25 mentioned:

Are you able to ship a video tutorial for this? I am undecided how you'd get the new world files to the brand new .ipa. Also, should you install Minecraft through iOS, will the decision/side ratio like an iPad or an iPhone? (sorry for late reply, in some way i didn't get an e-mail notification)

Click on to develop...

Because it occurs I did this yesterday. I used the Apple Configurator 2 method, but it is a lot the identical. Quite simple, however the trick was to airdrop the .ipa to the Apple Silicon Mac (i.e. use one other Mac to get the .ipa from the iPad after which airdrop). This step removes the "you would not have permission to run this" error message.

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

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- #39

antipodean mentioned:

As it happens I did this yesterday. I used the Apple Configurator 2 technique, however it is much 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 after which airdrop). This step removes the "you don't have permission to run this" error message.

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

The side ratio is 4:3, so in full display screen I have black bars on both facet on my 16:9 32" 4K show.

Click to increase...

I mean, I suppose that is kinda annoying it's a must to do that every update, however it's not too dangerous. And it is operating natively, so that is good.

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- #Forty

MCAvenger_25 mentioned:

I mean, I suppose that is kinda annoying it's a must to do that each update, but it isn't too unhealthy. And it is operating natively, so that is good.

Click to broaden...

There hasn't been an replace since I facet loaded it, so I remain hopeful that it'll update mechanically. Hopeful, but not assured.

We are able to reside in hope.

Reactions: MCAvenger_25

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- #41

antipodean stated:

There hasn't been an replace since I side loaded it, so I remain hopeful that it's going to replace routinely. Hopeful, however not assured.

Most likely just wishful thinking, but I puzzled if the next replace would possibly deliver official M1 assist for bedrock Minecraft with native show sizing and an choice keyboard and mouse controls.

We will dwell in hope.

Click to broaden...

That can be epic: each versions of minecraft operating natively on M1, you can play with everyone you knew who has any model of minecraft! i mean you'll be able to try this with android emulators however NATIVELYYYYYY!

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- #Forty two

MCAvenger_25 mentioned:

That would be epic: each variations of minecraft working natively on M1, you possibly can play with everyone you knew who has any model of minecraft! i mean you can do that with android emulators but NATIVELYYYYYY!

Click to expand...

I additionally used my M1 mini (16GB/1TB) as a Minecraft server using ARM64 Java.

Predictably no drawback at all 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's showing to have keyboard assist however nothing works. Is there a particular setting I'm missing? The one approach to play is thru controller it appears.

antipodean

macrumors common

Could 2, 2014

161

109

- Jan 11, 2021

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- #44

Same here. Have to use a controller (or contact screen on iPad). Top Minecraft Servers on M1 acts like a finger on touchscreen. Keyboard is just for chat/commands. Strange that they left the redundant keyboard mouse part of the settings menu in when it does nothing.

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- #45

pugxiwawa said:

I can by no means get keyboard and mouse to work on iPad or M1. I don't perceive why it's showing to have keyboard support but nothing works. Is there a special setting I'm missing? The only way to play is through controller it seems.

Click to broaden...

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

Mojang adds that in.

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- #46

antipodean mentioned:

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

Click to broaden...

It is unusual, 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 ship a video tutorial for this? I am undecided how you'd get the brand new world files to the brand new .ipa. Additionally, in case you install Minecraft through iOS, will the decision/side ratio like an iPad or an iPhone? (sorry for late reply, one way or the other i didn't get an electronic mail notification)

Edit: actually nvm, i discovered a youtube comment saying you'll be able to launch app store in amazing and download updates that way (syncing by way of wi-fi)

Click to develop...

The worlds are usually not eliminated whenever you replace the app, as they are saved in a special location. So you can safely replace with out shedding your information.

- Jan 19, 2021

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- #forty eight

Anybody see the recent change that you just cannot sideload apps from ios utilizing imazing anymore?

nicfle

macrumors member

Jul 2, 2014

forty one

24

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- #forty nine

For now it is once more doable to put in iOS apps to M1. It is uncertain how long this is. So, might want to download and set up whereas it is attainable. The iAmaizing2 resolution labored for me.

M

MCAvenger_25

macrumors beginner

Dec 9, 2020

18

- Jan 21, 2021

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- #50

nicfle mentioned:

For now it's again doable to put in iOS apps to M1. It is uncertain how lengthy this is. So, might want to obtain and install whereas it is doable. The iAmaizing2 answer labored for me. Click on to increase...

<https://twitter.com/i/net/status/1350381884195426304>

this guy made a program that can nonetheless extract the .ipa and install it despite the latest change. He hasn't released it yet, but it needs to be epic! my only query: how would you replace these?

Reactions: Klerih

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2

3

Subsequent

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