

How To Install Texture/Behavior Packs Onto Minecraft PE And Windows 10

Addons and Resource Packs are installed exactly the same way as each other, so just follow these instructions, only replace the addons with resource packs. At the bottom of the page there should be green download links, saying (.MCPac) or (.MCWorld). MCPacks are the behavior and resource packs, and the MCWorld are maps. Most addons will have 2 downloads, one for the behavior pack, one for the resource pack. Both are required. When you tap on the link, it will either take you straight to the download, or sometimes will go through adfly first. You should end up at MediaFire. When you click the "Download" button, it will take you to a white page with a paper on it, saying the name of the behavior or resource pack. There should then be a blue link at the bottom saying: Open in "Minecraft PE". Tap on it, and it should open the Minecraft PE app. When it loads, a small bar should be at the top of the screen saying "Successfully Downloaded (Addon/Resource Name)" When you press play, and either create a new world, or press the pencil icon next to an existing world. Srvlst When in said menu, scroll down on the left side, you should see a section named Resource Packs, and Behavior Packs. When you tap on one of the packs, a warning will appear, telling you that your world may become damaged from using them. Press ok, and tap on the pack again to add it to your world. Make sure to include the resource pack that goes with the behavior pack (If there is one), so your game looks right. You now should be good!