Minecraft: Java Edition Launcher For IOS

Minecraft: Java Edition Launcher for iOS is based on PojavLauncher Android

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Introduction

- This is an attempt to make Minecraft Java run on a jailbroken iOS. Minimum requirements: Device must have iOS 12 or higher.

Building

Requirements:

-- Mac OS X (tested: 10.15) and the XCode (tested: 11.7.0) - JDK 8 installed gradle to create the Java part. cmake, wget, fakeroot, dpkg, ldid to package. This directory is where you need to run.

What is the process?

- Use OpenJDK 16 from Procursus to get the actual Java environment. MetalANGLE is the OpenGL Metal translator -> ES. - Use GL4ES for OpenGL -> OpenGL ES translator. - Use our LWJGL3 iOS port. - Use the exact launch method as PojavLauncher for Android.

Current status

Java Runtime Environment: OpenJDK 16. LWJGL3 iOS port : works OpenGL GL4ES did Minecraft recognize OpenGL OpenAL: use @kcat's Openal-soft Input pipe implementation for account authentication (partial). Does it work? Partial. - Currently, only Minecraft 1.14+ fully works. - Forge will not work, Fabric and OptiFine will.

Known issues

Mojang authentication may not work, but copying the json of your account from Android will work. Camera position will be jumped to random location on first time touching. Versions lower than 1.12.2 only render a small panoramic at the bottom left corner. Other versions can crash for different reasons: Narrator crash etc... The program could crash from time to time, but you can launch it again until it functions.

Installing OpenJDK 16

For Chimera/Odyssey bootstrap

- Add Procursus repository (https://apt.procurs.us). - Find and install java-16-openjdk.

For other jailbreaks, you can use the bootstrap

Download openjdk-16.jre.deb Install and open Filza File manager. The swiss rocketman Go to the location where the .deb file downloaded. - Click on the file and click Install. The process will conclude with Setting up .... if everything is fine.

Directory locations

- Account json directory: /var/mobile/Documents/.pojavlauncher/accounts. - Minecraft home directory: /var/mobile/Documents/minecraft. - Select a version: edit /var/mobile/Documents/minecraft/config_ver.txt, put to Minecraft version want to start.

License

PojavLauncher is licensed under GNU GPLv3.

Contributing

Contributions are welcome! We welcome any type of contribution, not only code. Any code modification should be submitted as a pull request. The description should explain what the code does and provide steps to execute it.

Credits & Third-party components and their licenses

PojavLauncher Android contributors and here. - Apache Commons. JSR305 - org.json Boardwalk (JVM Launcher) Unknown License/Apache License 2.0 or GNU GPLv2. GL4ES from @lunixbochs and @ptitSe MIT License.

MetalANGLE by @kakashidinho and the ANGLE team: BSD License 2.0. OpenJDK 16 is ported to iOS by @Diatrus GNU GPLv2 License.

LWJGL3: BSD-3 License. LWJGLX (LWJGL2 API compatibility layer for LWJGL3) Unknown license.