

Assist With Minecraft LAN Server On Mac?

This is not trivial because it requires forcing a `_JAVA_Possibility` override at launch (or system huge).

Diagnose

To diagnose this because the trigger, first launch Minecraft from terminal with the `_JAVA_Options` overridden.

1. Close Minecraft
2. Open Spotlight (in upper right of Desktop)
3. Best Games Seek for "Terminal", open the app

Paste the next command in:

```
_JAVA_Choices=-Djava.net.preferIPv4Stack=true  
/Functions/Minecraft.app/Contents/MacOS/launcher
```

Attempt to connect with LAN server and see if it fixes the problem

Permanently Fix

Utilizing Minecraft Launch Options: @TheOnlyMrCat offers a technique here that does not contain editing any records data by hand. Please try that before making adjustments to the Minecraft launcher.

Patching the launcher manually:

Use this technique only when you have problems using @TheOnlyMrCat's solution.

This `_JAVA_Options` override will be offered in lots of areas but since launching from Terminal is not ideally suited, we'd like to use a way that fixes when clicking on the icon. At time of posting, the Apple advisable method for providing overrides is contained in the App bundle itself utilizing something referred to as `LSEnvironment`

1. Optionally set up a Text Editor akin to Atom to edit XML information.
2. Utilizing Finder, go to Functions
3. Locate (don't open) the Minecraft App
4. Right click Minecraft, Present Package Contents
5. Go into the Contents folder and find Info.plist
6. Proper click on Data.plist, Open With, Atom (or TextEditor)

Near the underside of the file, add the next in between the `LSEnvironment` `_JAVA_Options` - `Djava.internet.preferIPv4Stack=true`

Unfortunately this does not take impact instantly. This is because of the way Mac caches it is

launch services.