Minecraft 1.17 On M1 Mac With Arm64 Java?

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I was able to play Minecraft utilizing the Azul Zulu 11 JDK constructed for arm64.

Immediately i upgraded Minecraft to version 1.17 which was released recently and has nice new options. It now requires Java sixteen and comes bundled with a x86_sixty four java binary on MacOS which works on M1 Macs but affords less than stellar efficiency.

I put in Azul Zulu sixteen for arm64 and configured my Minecraft launcher profile to make use of it (path: /Library/Java/JavaVirtualMachines/zulu-16.jdk/Contents/Dwelling/bin/java).

Unfortunately the game crashes on launch. Has Mega blog gotten it to work with the arm64 java binary?

Yep, use this GitHub gist as a guild. The rationale it's crashing is that Minecraft uses LWJGL which hasn't been compiled for ARM in the Minecraft launcher. You want to use MultiMC to vary to the LWJGL native JAR that someone compiled.

Thanks

u/superpenguin612 I use Multi-MC, I updated to Zulu 16, however the wrapper isn't working. It really works just high-quality on 1.16.5 Zulu 11; and 1.12 Zulu 8, but not 16. Any thought why? Does the LWJGL need to be updated?

It really works simply high-quality for me! There shouldn't technically be a "wrapper," per se (there is a unique GitHub gist that says to use a python wrapper command; I've had issues with that so I linked the one where all you must do is change the Java native and LWJGL). Are you able to publish your configuration for MultiMC? I've it working all the way up to 1.17 with Optifine and Zulu 16. This is an Imgur hyperlink with my total configuration. I truly deviated from the information because I did not wish to retailer LWJGL in my dwelling folder so I moved it to the instance folder for my 1.16.5 profile. (You possibly can open it by clicking "Instance Folder" in MultiMC) Hope this helps!

Works nice for me , i'm additionally running on the beta version of OSX - i do have a random crash on exit that i'm struggling with but the game itself runs fine. I am utilizing mcwrap.py and zulu-16jdk.