

How To Install .jar Mods!

Your explanation of how to install Java mods is not correct. SYSTEM32 The reason is because when you place the java file into the mod folder, it will just perform as a standard mod until another area of the ".minecraft" folder is used. This is what I mean.

1. Copy/cut the jar file, but don't paste it yet
2. Open the folder for versions, and create another folder. Paste the jar file into the folder you just created. Copy the jar file to the folder once more and paste it with a different name
5. Open the jar file using notepad, copy all the text and exit the file
6. Remove the copied file
7. Create another file (most likely it will be a txt-file) and name it exactly the same way as the jar file is named
8. When you have it written exactly as the jar file, save the file with the same name as a .json file
9. Open the json file with notpad and copy the next copy you copied
10. Launch the launcher and choose the mod you "made"

- 10,5. If this didn't work, do these steps
11. Open the folder for versions and choose the folder you don't require (if the mod uses 1.7.10 then you must find a folder that runs the 1.7.10 Minecraft version)
12. Copy the jar file into the folder you have selected. Rename it exactly to match the json file. Launch the launcher, and then select the version.

If you're unable to locate the folder you're looking for, go back to the version folder, check after the last edited folder and rename it however you want. I suggest renaming the files within that folder exactly what the folder's name is.