Java Edition Launcher For IOS

Minecraft: Java Edition launcher for iOS It is built on PojavLauncher Android.

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Introduction

This is a try to make Minecraft Java work on jailbroken iOS. - Minimum requirements include: a device running iOS 12 or higher.

Building

Requirements:

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

How can it work?

OpenJDK 16 from PROcursus is required for the creation of the real Java environment. MetalANGLE is used to create an OpenGL ES to Metal translator. GL4ES is 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 to authenticate your account (partial). Does it work? Partial. - Currently, only Minecraft 1.14+ fully functions. - Forge won't work, but Fabric and OptiFine will.

Known issues

Mojang authentication might not work. However, you can copy the logged in account JSON from Android. Camera position will be moved to a random location on first time touch. - Versions below 1.12.2 only render a small panorama in the lower left corner. Other versions can crash for different reasons like Narrator crash... - It 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.

Other jailbreak bootstraps

Download openjdk-16-jre.deb. All about minecraft servers and minecraft in general and install it. Go to the location where the .deb file was downloaded. After that, open it and press Install. If everything is fine it will end up with the setting up ....

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! All kinds of contributions are welcome including code. Any code modification should be submitted as pull requests. The description should describe the code and outline steps for execution.

Credits & Third party components and their licenses

PojavLauncher Android contributors and here. - Apache Commons. - jsr305 – org.json Boardwalk, JVM Launcher: Unknown License/Apache License2.0 or GNU GPLv2. GL4ES by @lunixbochs and @ptitSe MIT License

MetalANGLE by @kakashidinho and Team ANGLE: BSD License Version 2.0. OpenJDK 16 port to iOS by @Diatrus: GNU GPLv2 License.

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