

# Consumer.jar - Minecraft Wiki

It's located in the `.minecraft/versions/` listing. When using the most recent model of the launcher, it's named `.jar`.

It can be opened using a file archiving program or a Java decompiler.

Jar versions[]

The `consumer.jar` file is found in its model folder. It is accompanied by the `client.json` file that lists the model's attributes. Normal versions are available to choose from by way of the launcher, and snapshots are additionally obtainable. Additionally it is potential to obtain old alpha variations and create model information to install mods on. Notice that creating a new version is the only method to install mods; the launcher retains regular versions synced.

Recordsdata in `client.jar`[]

In `client.jar` many files could be found, except for sound files; they are often categorized like so:

- Class files: compiled Java code that Minecraft uses for program logic. These information (courses) have names comparable to "acq" or "qn" as a result of they have been run by way of an obfuscation tool to cover the names of methods, variables, and classes. Nevertheless, they will nonetheless be disassembled to know their performance.
- The META-INF directory: incorporates meta information about the sport files.
- Resource pack recordsdata: Contents which might be within the vanilla useful resource pack, positioned in the belongings directory.

`.mcassetsroot`: Used for figuring out vanilla assets.

`realms` folder: Comprises the textures and language information utilized by Realms.

`Minecraft-servers.Biz` `minecraft` folder: Assets for `minecraft` namespace.

- Information pack recordsdata: Contents which might be in the vanilla information pack, positioned in the info directory.

`.mcassetsroot`: Used for identifying vanilla datas.

`minecraft` folder: Datas for `minecraft` namespace.

`pack.mcmeta`: Metadata for both the vanilla resource and information packs. Fulfills the requirement for both resource pack and knowledge pack metadata.