

# Java Edition Launcher For IOS

Minecraft: Java Edition Launcher for iOS, based upon PojavLauncher android

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## Introduction

This is a try to make Minecraft Java work on jailbroken iOS. Minimum requirements: Device must run iOS 12 or higher.

## Building

### Requirements:

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

### How do you make it work?

OpenJDK 16 from PROcursus is required for the creation of a real Java environment. MetalANGLE is a good choice for OpenGL Metal translator -> ES. GL4ES is OpenGL -> OpenGL ES Translator. - Use our LWJGL3 iOS port. - Use the same launch method as the PojavLauncher app 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 Account authentication (partial). Does it work? Partial. Presently, Minecraft 1.14+ is fully functional. - Forge will not work however Fabric and OptiFine will.

## Known issues

Mojang authentication might not work. However, you can copy the logged-in account JSON file from Android. Camera position will be jumped to random position on the first you touch. Versions below 1.12.2 only render a small panorama in the lower left corner. Other versions may crash for different reasons like Narrator crash... The program might crash occasionally however, you can try to launch it again until it is working.

## OpenJDK 16 Installation

For Chimera/Odyssey bootstrap

- Add Procurus repository (<https://apt.procurs.us>). Install java-16-openjdk.

## Other jailbreak bootstraps

Download openjdk-16-jre.deb. Install and open the Filza File manager. Then, open the .deb file you downloaded. After that, open it and press Install. - If everything fine it will end up with Setting up ....

## Directory locations

- Account json directory: `/var/mobile/Documents/.pojvlauncher/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

All contributions are welcome! All types of contributions are welcome, not just code. minecraft servers Any changes to code should be submitted as pull requests. The description should describe what the code does and include the steps needed to implement it.

## Credits and Third Party components and their licenses

Contributors of the PojavLauncher Android app and here. - Apache Commons. JSR305 -- org.json Boardwalk (JVM Launcher) Unknown License/Apache Licence 2.0 or GNU GPLv2. GL4ES from @linuxbochs and @ptitSe MIT License.

MetalANGLE by @kakashidinho & ANGLE team: BSD License Version 2.0. OpenJDK 16 port to iOS by @Diatrus - GNU GPLv2 Licence

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