

Millénaire installation

- install ModLoader Beta 1.8.1, available from <http://www.minecraftforum.net/topic/75440-v173-risugamis-mods>
- clear META-INF from the minecraft.jar
- put the «**millenaire**» and «**millenaire-custom**» folders of "Put in minecraft folder" in the minecraft folder (.minecraft in Windows) (alongside bin, saves etc.) - it should look like the blue and green zones in the picture.
- put the **millenaire zip file** from "Put in mods folder" in minecraft/mods (without unzipping). If you do not have a mods directory, create it. It should look like the orange zone in the picture.
- **no Millénaire files should be put in minecraft.jar, only ModLoader.**

If the mod is running properly, it will display this line stating that it is active when you first enter a world: "Millénaire is loaded. Explore and press 'v' to locate villages."

Millénaire update

- If you had made no change to the Millénaire files, simply delete the old millenaire directory and the millenaire zip and replace them with the new ones as outlined above
- Do not replace millenaire-custom if you had changed its content
- If you had made changes to the millenaire directory itself, you must manually move those changes to the new millenaire folder, then delete your old one

Need help?

Start by looking at the Millénaire Wiki at <http://www.millenaire.org/wiki>, and especially at the FAQ sections where common questions on installing Millénaire and on the gameplay are answered. If you can't find an answer there, ask on the Millénaire thread on <http://www.minecraftforum.net/topic/227822-173-millenaire-npc-village>



Content of the Minecraft folder after install