

# BigTrees 1.5.2

A Minecraft mod by Karob  
For Minecraft 1.5.2  
**Instructions Document**

Site: <http://www.minecraftforum.net/index.php?showtopic=782646>

[one day there will probably be a cool picture right here]

## Features

- Big trees added to different biomes:
- Most biomes have Great Oak, Thick Pine, Block Oak, and Post Oak.
- Desert has big dead trees. It may not make sense, but it looks cool. :)
- Swamp biome has Great Swamp Oak, Cyprus, and Hat Trees.
- Taiga biome has Thick Pine in some regions.
- The classic birch and pine trees are taller.
- Jungle trees are taller and have longer branches.
- Roots from some trees grow through ground, sometimes into caves.
- Place sapling and blocks in patterns to choose what sort of tree grows there. (See below)
- Config file 'kbigtrees.txt' allows for changing many things
- New look, same great taste!

## Installation

### *Preliminary*

Backup your Minecraft saves in case something goes wrong. This is always a good idea anyway. Unzip BigTrees-###.zip to some folder.

### *What files do I need to install?*

You only need to install one of the included zip files. If you are also installing Forge, make sure Forge is installed **before** BigTrees. If you are also installing Better World Gen 3, make sure BWG3 is installed **before** the BigTrees-BWG3 patch.

You need...	If...
BigTrees-###-client.zip	Normal installation to client.
BigTrees-###-server.zip	Normal installation to server.
BT###-BWG###-client.zip	Installation with Better World Gen 3 client.
BT###-BWG###-server.zip	Installation with Better World Gen 3 server.
BT###-BWG###-forge-client.zip	Installation with BWG3-Forge on client.
BT###-BWG###-forge-server.zip	Installation with BWG3-Forge on server.

### *Installation with Mod Launcher (example: Magic Launcher)*

Install the mod just like you would install any other mod with the mod launcher.

### *Manual Installation*

**This is not a Forge mod. Do not put it in the “mods” folder.** Open the BigTrees zip file that you need and copy the contents (should be a bunch of class files and maybe some folders) into minecraft.jar or minecraft\_server.jar. If you are installing to the client you should delete the META-INF folder. If you are installing to the server, **do not** delete the META-INF folder.

### *Configuration*

If you want to change BigTrees settings, you can copy the file kbigtrees.txt to .minecraft/config (for client) or to the “config” folder in the same folder as minecraft\_server.jar (for server). (You may have to create the “config” folder.) Alternatively, run Minecraft and the configuration file will automatically generate whenever a big tree generates (non-forge version) or whenever Minecraft is started (Forge version). Also, a file called “kbigtrees-null.txt” is included in BigTrees-###.zip. That file provides the configuration options to completely disable big trees from generating along with chunk generation, so they can only be manually grown from saplings.

## Never Asked Questions (NAQ)

### *Where is minecraft.jar?*

Start Minecraft. Click "Mods and Texture Packs". Click "Open texture pack folder". Now you are in the "texturepacks" folder that is in the ".minecraft" folder. Go to the ".minecraft" folder and then open the "bin" folder. There you should see minecraft.jar.

### *What is an appropriate archiver?*

In Windows, 7-Zip is a good free one. Not all free archivers will work properly, but 7-Zip has worked every time for me. It can open zip files and jar files.

### *Is this compatible with other mods?*

It is compatible with some mods. It really depends on what classes are modified and how critical they are. If you want to try this mod with another, try installing one of them first. If that doesn't work, try installing the other first. Further down is a list of possibly compatible mods.

## Tree Growth Guide

To grow a tree of any of these types, place saplings and wood blocks in these patterns. There must be an air block over each wood block. The wood blocks must be the same elevation as the sapling.

[o = sapling (any type), w = wood (any type)]

w w			w w w w
w w w w	w w	w	w w w w
w w w w	w w	o	w w w w
w w o	o		w w w o
-----	-----	-----	-----
great oak	block oak	post oak	swamp oak

w	w	w	w w
w w w	w w	w	w
w o	w w	w	w
	w	o	w w o
-----	-----	-----	-----
thick pine	cyprus	hat tree	dead tree

Two patterns added by request; only increases trunk width:

w	
w	w
w	w
w w w o w w w	w w o w w
w	w
w	w
w	
-----	-----
7x7 hat tree	5x5 hat tree

## Cool Compatible Mods

These mods have been shown to work with at least some previous client version of BigTrees...

**This list needs updating!**

**Better World Generation 3** (Awesome terrain generation from Minecraft past.)

*REQUIRES installing the BigTrees-BWG patches instead of regular BigTrees.*

<http://www.minecraftforum.net/index.php?showtopic=1070207>

**Highlands** (Cool new biomes to “spruce” up the world!)

<http://www.minecraftforum.net/index.php?showtopic=1602064>

**Biomes O’ Plenty**

**Extra Biomes**

**Tale of Kingdoms** (DISCONTINUED)

<http://www.minecraftforum.net/index.php?showtopic=751960>

**Twilight Forest** (an amazing new ethereal dimension!)

<http://www.minecraftforum.net/index.php?showtopic=561673>

**Huge Trees Are Huge** (they really are huge.)

<http://www.minecraftforum.net/index.php?showtopic=680540>

**Height Mod** (makes minecraft world much taller.)

<http://www.minecraftforum.net/index.php?showtopic=544429>

**Premium Wood** (it's not just wood, it's *premium* wood!)

<http://www.minecraftforum.net/index.php?showtopic=228940>

**Timber Mod** (oh my goodness there's a billion wood blocks on the ground.)

<http://www.minecraftforum.net/index.php?showtopic=119361>

**Mountain Gen Mod** (makes Minecraft more... bumpy?)

<http://www.minecraftforum.net/index.php?showtopic=827699>

**Extra Biomes** (all the world needs is a few extra biomes.)

*Download the ALTERNATE version!*

<http://www.minecraftforum.net/index.php?showtopic=907403>

**Mo' Creatures** (has goats!)

<http://www.minecraftforum.net/index.php?showtopic=81771>

**Millenaire** (has people!)

<http://www.minecraftforum.net/index.php?showtopic=227822>

**IndustrialCraft2** (has its own website!)

<http://forum.industrial-craft.net/>

**Wedge** (The WorldGen Editor!)

<http://www.minecraftforum.net/index.php?showtopic=1077039>

**Other possibly compatible mods:** Trees++, Meteor Mod, Clay Soldiers, Powercraft, Uranium Mod, Useful Chest, StickyTNT, Rei's Minimap, SSP Commands, More Piston Mod, Too Many Items, TreeCapitator, Weeee! Flowers, Battle Towers...

## **Contact**

If you have any questions, you can find me on the official Minecraft forums as "Karob". I'll probably respond to your question within 8 years. :)