

Terrain Generation Pitfalls

On Windows 10: `gradlew.bat runServer` fails

When running `gradlew.bat` on Windows, you need to run in from within `git-bash.exe`.

1. Make sure you have at least Java 1.8+ install and on path
2. Make sure you have GIT installed
3. Open console and navigate to the directory with `gradlew.bat` file
4. Run `git-bash.exe`; if not on path, you will have to supply full-path, typically:
`"c:\Program Files\Git\git-bash.exe"`
5. From within `git-bash.exe` run: `./gradlew.bat runServer`

Everywhere: `gradlew.bat runServer` fails

Basically, the first "correct" `runServer` will always fail because you have to agree to EULA.

1. After the `runServer` fails mumbling about "eula" somewhere
2. Navigate to server folder
3. Edit `eula.txt` setting: `eula=true`
4. Re-run: `gradlew.bat runServer`

I want to use Eclipse for development

Doable! Here are the steps:

1. After you successfully `generateMap` and `runServer` ensuring everything is actually working
2. Download and install Eclipse
3. In Eclipse, go to Menu->Help->Eclipse Market Place
4. In there, find Kotlin plugin and install inside Eclipse, restart Eclipse afterwards
5. Then import `MCGeneratorPlugin` as Gradle project
6. Notice that Java compilation will fail because of missing `IChunk`, etc. class files
7. Just add a new folder on the classpath
 - a. Right-click the project and configure the build path
 - b. Add `Build/classes/kotlin/main` directory as classpath