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Minecraft wii u edition release date

For other uses, look at Minecraft (disambiguation). The 2011 video game this article or section may need to be cleaned up or summarized because it has been split from /to Minecraft (franchise). This article may take too long to read and navigate easily. Please consider dividing content into sub-articles, jamming it, or adding under overheads. Please discuss this topic on the article discussion page. (January 2021)
MinecraftPromotional cover art, featuring Steve wielding a diamond pickaxeDeveloper(s)Mojang[a]Publisher(s)Mojang[b]Microsoft Studios[c]Sony Interactive Entertainment[d]Designer(s)Markus Persson[e]Jens Bergensten[f]Artist(s)Markus ToivonenJasper BoerstraComposer(s)C418[g]SeriesMinecraftPlatform(s) Windows, OS X, Linux Android iOS Xbox 360 Raspberry Pi Windows Phone PlayStation 3 Fire OS PlayStation 4 Xbox One PlayStation Vita Universal Windows Platform Wii U vOS Nintendo Switch New Nintendo 3DS Release 18 November 2011[h] Windows, OS X, Linux: WW: 18 November 2011[i]3 Android WW: 7 October 2011[j]4 iOS WW: 17 November 2011[5] Xbox 360 WW: 9 May 2012[6] Raspberry Pi WW: 11 February 2013[7] PlayStation 3 NA: 17 December 2013EU: 18 December 2013 Fire OS WW: 2 April 2014[8] PlayStation 4 WW : 4 September 2014[9] X-Buck One W. Debaltese: 5 September 2014[10] PlayStation Vita NA: 14 October 2014[11] EU: October 15, 2014 Windows Phone DEBALTESEVE: 10 December 2014[12] Windows 10 WWEE: July 29, 2015[13] Wii U WW: 17 Dec 2 015[14] vOS WW: 19 December 2016[15] Nintendo Switch NA: 11 May 2017PAL: 12 May 2017 New Nintendo 3DS WW: 13 September 2017[17]EU: 20 September 2018[16] Genre(s)Sandbox, survivalMode(s)Single-player, Minecraft Multiplayer is a sandbox video game developed by Mojang. The game was created by Marcus Noch Persson in the Java programming language. After several early versions of the experiment, it was released as a paid public Alpha for personal computers in 2009 before it was released in November 2011, and Reince Bergensten took over the development. Minecraft has since been ported to several other platforms and is the best-selling video game of all time, with 200 million copies sold and 126 million monthly active users by 2020 [updates]. In Minecraft, players discover blockcra, procedurally produced a 3D world with infinite terrain, and may discover and extract raw materials, craft tools and items, and build structures or earthworks. Depending on game mode, players can fight computer-controlled mobs and also collaborate or compete with other players of the same world. Game modes include a survival mode, in which players must gain resources to build the world and maintain health, and a creative mode, where players have unlimited resources. Players can change the game to create new gameplay mechanics, items, and assets. Minecraft has been critically acclaimed, won several awards and is regarded as one of the biggest games It has been mentioned all the time. social media, social, MineCon's adaptations, merchandise, and annual conventions played many roles in popularity of the game. It has also been used in educational environments, especially in the realm of computational systems, as virtual computers and hardware devices are built in it. In 2014, Mzheng and Minecraft Intellectual Property were purchased by Microsoft for 2.5 billion U.S. dollars. A number of spin-off games have also been produced, such as Minecraft: Story Mode, Minecraft Dungeon, and Minecraft Land. Minecraft gameplay is a 3D sandbox game that has no specific purpose to accomplish, allowing players plenty of freedom in choosing how to play. [19] However, there is an achievement system,[20] known as improvements in the Java version of the game, and trophies on the PlayStation port. [21] The gameplay is in the first person outlook by default, but players have the option for a third-person perspective. [22] The game world is composed of rough 3D objects—mainly cubes and liquids, and usually called blocks—representing various materials, such as soil, rock, tree trunks, water, and lava. Core gameplay revolves around picking and placing these objects. These blocks are arranged in a three-way network, while players can move freely around the world. Players can mine blocks and then put them elsewhere, enabling them to build things. [23] Many commentators have described the game's physics system as unrealistic. [24] The game also includes a material known as Redstone that can be used to make primitive mechanical devices, electrical circuits, and logic gates, allowing for the construction of many complex systems. [25] An example of minecraft land produces procedurally, including a village and steve's default skin played virtually infinitely and procedurally produced as players discovered it, using map grains that were obtained from the system clock at the time of creating the world (or manually marked by the player). [26] [27] [28] There are limits on vertical motion, but Minecraft allows the infinitely large game world to be produced on horizontal aircraft. Due to technical problems when places are reached very far away, however, there is a barrier preventing players from oozing into places beyond 30,000,000 blocks from the centre. [i] The game achieves this by dividing the world's data into smaller sections called patches that are only created or loaded when players are nearby. [26] The world is divided into biomes from deserts to forests to snow fields. [29] [30] Land includes plains, mountains, forests, caves, and lava/various water bodies. [28] The time system in the game follows a day-night cycle, and a full cycle lasts 20 minutes in real time. When starting a new world, players have to choose one of five game modes as well as one of four problems, from peaceful to hard. Increase From the game causes the player to do much more than the mob, as well as having other special problem effects. For example, the peaceful problem prevents hostile mobs from spawning, and the difficulty allows players to fight hunger if their hunger tape is depleted. [31] [32] After selection, the problem can be changed, but the game mode is locked and can only be changed with the game. Few hostile mobs in Minecraft, displayed from left to right: zombies, spiders, Anderman,[j] reptile, and skeletons. The new players have a randomly selected default character skin from either Steve or Alexei,[33] but the option to create custom skin be made available in 2010. [34] Players encounter different non-player characters known as mobs, such as animals, villagers, and hostile creatures. [35] Passive mobs, such as cows, pigs, and chickens, can hunt for food and crops. They spawn throughout the day, while hostile mobs—including large spiders, skeletons and zombies— spawn during the night or in dark places like caves. [28] Some hostile mobs, such as zombies, skeletons and drowned (underwater versions of zombies), burn under the sun if they are no headgear. [36] Other creatures unique to Minecraft include creeping (an exploding creature that sneaks up on the player) and enderman (inventory with the ability to remotely as well as pick up and place blocks). [37] There are also species of mobs that spawn under different conditions: [38] Minecraft has two alternatives next to the world too (main world): Nether and The End. [37] Nether later made hell like access through player portals; It contains many unique resources and can be used to travel large distances in the world too, according to each travel block in Nether which is equivalent to 8 blocks in the world too travel. [39] The player can build an optional boss mob called Vtiter out of the material found in Nether. [40] The end of a land is fruitless, made up of many islands. A boss dragon named Ender's dragon resides on the main island. [41] Kill the Dragon opens access to an exit portal that, after entering the sign of the end-of-game credits and poetry by Irish novelist Julian Gough, is written. [42] Players then go to their spawning point away and may continue playing indefinitely. [43] Game modes are menu survival modes crafted in Minecraft, showing recipes making stone axes as well as some blocks and other items in the player's inventory. In survival mode, players must collect natural resources such as wood and rock found in the environment to craft certain blocks and items. [28] Depending on the difficulty, monsters spawn in darker areas outside a certain radius of character, requiring players to build shelters at night. [28] Mode also has a health bar Depleted by attacks from mobs, falling, drowning, falling into lava, choking, starvation, and other events. [Citation required] players also have a hunger bar that should be periodically re-filled by eating food in the game, except in peaceful trouble. If the hunger tape is depleted, the automatic healing stops and eventually the health will be depleted. [32] Health is re-filled when players have an almost perfect hunger bar or are constantly in peaceful trouble. Players can craft a wide range of items in Minecraft. [44] Craftable items include armor, which reduces damage caused by attacks, weapons (such as swords or axes), which allow monsters and animals to be killed more easily, and tools, which break certain types of blocks more quickly. Some items have multiple rows depending on the materials used for their crafts, with higher category items more effective and durable. Players can make ovens that can cook, process stones and convert materials into other materials. [45] Players may also exchange goods with a villager (NPC) through a trading system, which includes emerald trading for various goods and vice versa. [46] [35] The game has an inventory system, allowing players to carry a limited number of items. [47] After death, items in players' inventories are dropped unless the game is reconfigured to do so. Players then spawn again at their spawning point, which by default is where players spawn for the first time in the game, and can reset by sleeping in bed or using an egg-re-spawning anchor. [49] [50] Dropped items can be recovered if players can reach them before they disappear or despawn after 5 minutes. Players may gain experience points by killing mobs and other players, mining, melting ore, breeding animals, and cooking food. The experience can then be spent on charming tools, armor and weapons. [31] Mestus items are generally stronger, last longer, or other special effects. [31] Hardcore mode is a hardcore survival mode type that is locked into the hardest settings and is permadeath. [51] If a player dies in a hardcore world, they are no longer allowed to interact with it, so they can either be placed in spectator mode and explore the world or remove it entirely. [52] This game mode is only available within the Java version. [53] Creative Mode exempries of creating built-in-Minecraft in creative mode, players have access to almost all resources and items in the game through the inventory menu, and can place or remove them instantly. [54] Players can play freely around the world on demand, and their characters do no harm and are not affected by hunger. [55] [56] Game mode helps players focus on building and creating projects of any size without disruption. [54] Adventure mode adventure mode was specifically designed so that players could experience custom crafted user and adventures. [57] [58] [59] Gameplay is similar to survival mode but with different limitations, which can be applied to the game world by the map creator. This compels players to obtain the required items and experience adventures the way the map maker intended. [59] The other addition is designed for custom drawings of command blocks; [60] Spectator Mode Spectator Mode allows players to fly through blocks and watch gameplay without direct interaction. Players don't have inventory, but they can go away to other players and see from the perspective of another player or creature. [61] Multiplayer also sees: Multiplayer Minecraft Server at Minecraft enables multiple players to interact and communicate with each other in a single world. It is available through direct gaming to multiplayer gaming, LAN gaming, local split screen (console only), and servers (hosted player and hosting business). [62] Players can run their own servers, use a hosting provider, or connect directly to another player's game via X-Buck Live. Single-player worlds have local area network support, allowing players to join a world on local interconnected computers without setting up a server. [63] Minecraft multiplayer servers are driven by server operators, who have access to server commands such as daytime setting and remote players. Operators can also set limits on which usernames or IP addresses are allowed or allowed to log on to the server. [62] Multiplayer servers have a wide range of activities, with some servers having their own unique rules and customs. The largest and most popular server is The Hyperpixel, which has been visited by more than 14 million unique players. [64] [65] Player vs. Player Fight (PvP) can be enabled to allow fighting between players. [66] Many servers have custom plugins that allow actions that are not normally possible. Minecraft Territory in 2013, Mojang declared Minecraft Territory, a server hosting service intended to enable players to run multiplayer game servers easily and safely without having to launch themselves. [67] [68] Unlike a standard server, only invited players can join Realm servers, and these servers do not use IP addresses. Minecraft: Java Version Territory server owners can invite up to twenty people to play on their server, with up to ten players online at a time. Minecraft Territory server owners can invite up to 3000 people to play on their server, with up to ten players online at a time. [69] Minecraft: Java Server Version does not support domain user-made plugins, but players can play custom Minecraft maps. [70] Minecraft Domain user support made add-ons, resource packages, behavior packages, and Minecraft maps customized. [69] At Electronic Entertainment Expo 2016, cross-platform gaming support between Windows 10, iOS, and Platforms were added through Realms starting in June 2016,[71] with support from X-Buck One and Nintendo Switch to come later in 2017, and support for virtual reality devices. On July 31, 2017, Mwang released a beta version of the update allowing cross-platform gaming. [73] Nintendo Switch's support for territories was released in July 2018. [74] Customization of the original article: Minecraft Mod melts inside Timbers' Mod making modding community consisting of fans, users and third-party programmers. Using the types of application interfaces that have adapted over time, they have produced a wide range of downloadable content for Minecraft, such as modifications, texture packs and custom maps: Minecraft code changes, called mods, add a variety of gameplay changes, ranging from new blocks, new items, new mobs to entire arrays of mechanisms to craft. [75] [76] The modding community is responsible for the significant supply of mod from ones that boost gameplay, such as minimaps, waypoints, and durability counters, to add to the ones that play elements of other video games and media. While a variety of Mod frameworks were independently developed by Reverse Code Engineering, Mojang also enhanced Vanilla Minecraft with official frameworks to reform, allowing the production of community resource packages created, which changed certain game elements including textures and sounds. [77] Players can also create their own maps (custom world file storage) that often include specific rules, challenges, puzzles and quests, and share them for others to play. [57] Mojang added adventure mode in August 2015[21][58] and command block in October 2012.[60] which was created especially for custom maps in the Java version. The data packet, introduced in version 1.13 of the Java version, allows more customization, including the ability to add new improvements, dimensions, functions, loot tables, predicates, recipes, structures, tags, global generation settings, and biomes. [78] [79] The X-Buck version 360 supports downloadable content, which is available to purchase via the X-Buck Play Store; [80] Later received support for texture packs in their twelfth title update while introducing mash-up packages, which combine texture packs with skin packs and changes in game sounds, music and interface. [81] The first mash-up pack [78] and with extensions, the first texture pack) for the X-Buck version 360 was released on September 4, 2013, followed by the Mass Effect themed franchise. [82] Unlike the Java version, however, the X-Buck version 360 does not support built-in playback mods or custom maps. [83] The Cross Promotional Resource Package based on the Super Mario franchise was released by Nintendo on May 17, 2016. [84] A mash-up package based on Fallout was announced for release on U Edition. [85] In June 2017, Muzheng released an update known as discovery updates to the Bedrock version of the game. [86] Updates include a new map, new game mode, market, catalogue of user-generated content that will provide Minecraft creators another way to create a life of the game, and more. [87] [88] [89] Java Development Minecraft Creator Markus Gp Persson in GDC 2011 Java Version Major Release TimelinePre-release year on red2009Pre-ClassicClassicIndev2010IndevIndevevAlphaBeta2011BetaBeta 1.8 ∓ Release 1.0: Adventure Update20121.11.21.31.4: Pretty Scary Update201 31.5: Redstone Update1.6: Horse Update1.7: The Update That Changed the World 20141.8: Bountiful Update20152016 1.9: Combat Update1.10: Frostburn Update1.11: Exploration Update20171.12 : World Core Update20181.13: Aequit Update20191.14: Village ∓ Pillage1.15: Buzzy Bees20201.16: Nether Update20211.17: Caves ∓ Cliffs Before coming up with Minecraft, Marcus Noch Persson was a game developer with King until March 2009, at which time he mostly served browser games during which he learned a number of different programming languages. [90] He sampled his games during his out-of-hours at home, often based on the inspiration he found from other games, and often participated in the TiGSource Forum for Independent Developers. [90] One of these personal projects was called Ruby Dungeon, a foundation game inspired by dwarf fortress, but as an isometric 3D game like the Roller Coaster Tykon. [91] He had already built a map on 3D textures for another zombie game prototype he began trying to emulate the style of grand theft auto: the Chinatown war. [92] Among the features in Ruby Dungeon he explored was a first-person view similar to the Dungeon Keeper but at the time, the graphics felt too pixelated and removed the mode. [92] [93] Around March 2009, Persson left King and joined Alburn, but otherwise continued to work on his prototypes. [94] [93] Infiniminer, a block-based open mining game first released in April 2009, inspired Persson to figure out how to get forward Ruby Dungeon. [92] Infiniminer greatly influenced the visual style of the gameplay, including restoring the first-person state, the visual style of blocked and the principles of blocking. [92] However, unlike Infiniminer, Persson wanted Minecraft to have RPG elements. [96] The original version of Minecraft, now known as the Java version, was first developed in May 2009. Persson posted a test video on YouTube of the initial version of Minecraft. [92] [97] The Minecraft baseline program by Persson ended over a weekend that month and a private experiment was published at the TiGrIRC on May 16, 2009. [98] The game was first released to the public on May 17, 2009 as a developmental release on TiGSource forums. [99] Persson updated the game on a basis from forums. [90] [100] This version was later recognized as the classic version. [101] The more dubbed evolutionary stages and were released as survival tests, Indev and Indefv between September 2009 and June 2010. The first major update, nicknamed Alpha, was published on June 30, 2010. [102] [103] Although Persson maintained a day job with Jalburn.net initially, he later quit in order to work on Minecraft all the time as sales expanded the alpha version of the game. [104] Persson continued to update the game with a distributed release to users automatically. These updates included new items, new blocks, new mobs, survival mode, and changes in game behavior (such as how water flows). [104] To support minecraft development, Persson set up a video game company, Mojang, with money from the game. [105] Muzheng's co-founder includes Jakob Pursler, a person collaborator from King, and Carl Manne, CEO of Jay Elbaum. [90] On December 11, 2010, Persson announced that Minecraft would enter its beta testing phase on December 20, 2010. [109] He further stated that bug fixes and all updates leading up to and including releases would still be free. [109] During the development, Muzheng hired several new employees to work on the project. [110] Muzheng removed the game from beta and released the full version on November 18, 2011. [1] On December 1, 2011, Jans Job Bergensten took full creative control over Minecraft and replaced Persson as the original designer. [112] On February 28, 2012, Mojang announced that they had hired popular Developer Bukkit Developer API for Minecraft,[68] to improve Minecraft's support for server changes. [113] The acquisition also includes Mojang apparently taking full ownership of craftBukkit Mod Server which allows the use of Bukkit.[114] although the validity of this claim is questioned due to its status as an open source project with many contributors, under the GNU General Public License and less public license. [115] On September 15, 2014, Microsoft announced a \$2.5 billion deal to buy Muzheng, along with minecraft intellectual property. [116] [117] [118] The deal was proposed by Persson when he sent a tweet asking a company to buy its share of the game after receiving criticism for changing the game's end-user license contract (EULA). [119] [120] On November 6, 2014, the judgment led persson to become one of Forbes' billionaires of the world. [112] [123] [124] [125] The original version of the game was renamed Minecraft: The Java version on September 18, 2017, to separate it from Bedrock Edition, which was only renamed Minecraft by better updates together. [126] Since the first full release of Minecraft, dubbed Adventure Updates, the game has been constantly updated with many major updates, available for free to users who Bought the game. [127] The last update is 1.16, netder updates, which overhaul later Nether, add new biomes and mobs, and were released on June 23, 2020. [128] The next planned update, Caves ∓ Cliffs, which is set to be released in 2021, will expand the game's underground biomes with more types of blocks, mobs, and new archaeology features, and revamp mountainous world generation. [129] Bedrock versions have also been updated regularly, with this update now matching java version update themes. Other versions of the game, such as different versions of the console and Pocket Edition, either merged into Bedrock and/or stopped, and thus did not receive further updates. [126] The original music article: Minecraft (soundtrack) C418, the original composer of music and sound effects of the Minecraft game, was produced by German musician Daniel Rosenfeld, better known as C418. [130] Background music in Minecraft is an instrumental ambient music. [131] On March 4, 2011, Rosenfeld released a soundtrack titled Minecraft - Alpha Volume; it includes many of the songs featured in Minecraft, as well as other music not featured in the game. [132] Kotaku's Kirk Hamilton chose the music at Minecraft as one of the best video game soundtracks of 2011. [133] On November 9, 2013, Rosenfeld released the second official soundtrack, Minecraft – Volume Beta, which includes music added in later versions of the game. [134] [135] Physical release of alpha volume, consisting of CDs, black vinyl, and limited edition transparent green vinyl LPs, was issued by electronic label Indy Ghostly International on August 21, 2015. [136] In addition to Rosenfeld's work, other composers have helped the game since its release on the track, including Samuel Alberg, Garrett Cokner and Lena Reine. [130] Reyney's work was included in a separate album titled Minecraft: Nutter Update (original game soundtrack). [140] Types for the tenth anniversary of the game's release, Mojang recreated a version of minecraft classics in JavaScript making it available for play[141][142] these functions are very similar as creative modes, allowing players to build and destroy any and all parts of the world either alone or on a multiplayer server. Environmental risks such as lava do not harm players, and some blocks have been different since their behavior later changed during development. [143] [144] [145] Minecraft 4K simplified version of Minecraft is similar to the classic version developed for the 2011 Java 4K game programming contest in a way of less than 4 KB. [146] The map itself is limited —composed of 64×64×64 blocks— and the same universe is produced each time. Players are limited to placing or removing blocks, which are composed of grass, dirt, stone, wood, leaves, and bricks. [147] There was circa 2011 before the full release of Minecraft. There has been a collaboration between Mojang and the Lego group into a Lego Brick-based minecraft game called Brickcraft. These minecraft base games have modified to use Lego bricks, which are meant to accommodate basic 1x1 blocks to account for larger pieces normally used in Lego sets. Persson had worked on an introductory version of the game, which, according to a joke by Napoleon Dynamite, was called the Rex Cowan Do Project. Lego had greenlited the project to go ahead, and while Mwang had put two developers on the game for six months, they later decided to cancel the project, as Mwang felt the Lego group was too demanding what they could do, according to Daniel Kaplan-Mowang. Lego Group had considered buying Mojang to complete the game, but at this point Microsoft offered to buy the company for more than 2 billion U. S. dollars. According to Lego Group's Ronnie Scherer, the company was still unsure of Minecraft's potential success at this point and withdrew from the acquisition after Microsoft brought the offer to Muggang. [148] Bedrock Edition On 16 August 2011, Minecraft: Pocket Edition was released for the Xperia Play on the Android Market as an early alpha version. It was then released for several other compatible devices on October 8, 2011. [149] [150] the iOS version of Minecraft was released on 17 November 2011. [151] A port be made available for Windows phones shortly after Microsoft gained Mojang. [152] The port focuses on the creative building and early survival aspect of the game, and does not include all computer release features. The pocket version of Minecraft is written in C++ and not Java, because iOS is unable to support Java. Jans Bergensten said on his Twitter account. [153] Gradual updates were periodically released to the port closer to the computer version. [154] On December 10, 2014, following the acquisition of Mzheng by Microsoft, a port of Pocket Edition for Windows Phone 8.1 was released. [155] On January 18, 2017, Microsoft announced that it would no longer retain windows phone versions of Pocket Edition. [156] On December 19, 2016, the full version of Minecraft: Pocket Edition was released on iOS, Android and Windows Phone. On July 31, 2017, the Pocket Edition section of the name was dropped, and the programs were simply renamed as Minecraft. [157] The Pocket Engine edition, known as Bedrock, was ported to non-mobile operating systems Windows 10, X-Buck One, VR Gear, Apple TV, Fire TV, Nintendo Switch, and PlayStation 4. [158] [159] [160] [161] Game versions on the Bedrock engine are collectively referred to as bedrock versions. Minecraft for Windows 10 is a version of Bedrock Edition that is currently exclusive to Microsoft's Windows 10 operating system. Beta for it was launched on the Windows Store on July 29, 2015. [162] This version has the ability to play with friends of X-Buck X-Buck Live, and play Multiplayer with Minecraft owners on other bedrock platforms. Other features include the ability to use multiple control schemes, such as gamepads, keyboards, or touchscreens (for Microsoft Surface and other touchscreen-enabled devices), virtual reality support, and capture and capture in-game images via built-in Game DVR. [163] On April 16, 2020, the beta version of Minecraft released physical implementation based on rendering, ray tracking and DLSS by Nvidia on RTX Active GPUs. [164] The final version was published on December 8, 2020. [165] Education Minecraft Edition: Education Edition is an educational version of the base game, designed specifically for use in educational institutions such as schools, and made from the Bedrock codebase. It is available on Windows 10, Mac OS, iPadOS and Chrome OS. [166] It includes a chemistry resource package,[167] a free lesson plan on Minecraft: education website version, and two free mobile applications: code connection and classroom mode. [168] The initial beta test was conducted between June 9 and November 1, 2016. [169] Then the full game was released on Windows 10 and Mac OS on November 1, 2016. [170] On August 20, 2018, Mzheng Studios announced that it would bring the education version to iPadUS in the fall of 2018. It was released on the App Store on September 6, 2018. [171] On March 27, 2019, it was announced that the version of education would JD.com by the Government. [172] On June 26, 2020, the public beta education version was made available to the Google Play Store compatible Chromebooks. The full game was released on August 7, 2020 on the Google Play Store for ChromeBooks. [173] The console release of the X-Buck 360 version of the game, developed by Studio 4J, on 9 May 2012. [174] [175] On March 22, 2012, it was announced that Minecraft would be the flagship game in a new X-Buck X-Buck Live promotion called Arkid NEXT. [175] The game differs from home PC versions in a number of ways, including a newly designed craft system, control interface, in-game tutorials, split screen multiplayer, and the ability to play with friends via X-Buck Live. [176] The universes are also not infinite in the X-Buck version 360, essentially hindered by invisible walls. [177] The Xbox 360 version was originally similar in content to older PC versions, but was gradually updated to bring it closer to the current version of the PC before it was discontinued. [174] [178] [179] The X-Buck X-Buck One version, featuring larger universes among other developments[180], was released on September 5, 2014. [180] Versions of the game for playstation 3 and PlayStation 4 were released on December 17, 2013 and September 4, 2014, respectively. [9] The PlayStation 4 version was announced as the launcher, though it was eventually delayed. [181] [182] A version of the PlayStation Vita was also released in October 2014. [183] Like X-Buck versions, The versions were developed by 4G Studios. [Citation required] was published on December 17, 2015. Minecraft: Wii U Edition. The Wii U version was released on June 23, 2016 in North America in Japan on June 23, 2016, and in Europe on June 30, 2016. [186] A Nintendo Switch version of the game was released on May 11, 2017 on Nintendo's eShop, along with a physical retail version set for a later date. [187] During a direct Nintendo presentation on September 13, 2017, Nintendo announced that Minecraft: The new Nintendo 3DS version will be available for download immediately after the livestream, and a physical copy available at a later date. The game is only compatible with New versions of 3DS and ZDS systems, and does not work with original 3DS, 3DS XL, or 2DS models. [17] On December 18, 2018, PlayStation 3, PlayStation 4, Xbox 360, and Wii U versions of Minecraft received their final updates. [188] The PlayStation 4 version of Minecraft was updated in December 2019 to support cross-platform gaming with all other Bedrock versions, though users needed to have an X account with free X-Buck Live to play. [161] The Raspberry Pi Minecraft edition for Raspberry Pi was officially revealed at MineCon 2012. Mzheng stated that the pi version is similar to the pocket version, except that it is compacted into an older version, and with the added ability to use text commands to edit the game world. Players can unlock the game code and use the Python programming language to manipulate things in the game world. [189] The game was leaked on December 20, 2012, but was quickly withered. [190] The game was officially released on February 11, 2013. [191] On May 20, 2016, China Minecraft was announced as a local version for China, where it was released under a licensing agreement between NetEase and Mojang. [192] The PC version for general testing was released on August 8, 2017. the iOS version was released on September 15, 2017, and the Android version was released on October 12, 2017. [193] [194] [195] The PC version is based on the original Java version, while the mobile version of iOS and Android is based on Bedrock Edition. It is a free-to-play version, with more than 300 million players as of November 2019. [196] Early virtual reality, Persson planned to support Oculus Rift with a Minecraft port. However, after Facebook took over Oculus in 2013, it abruptly canceled plans that noted that Facebook creeps me out. [197] [198] Community Reform made known as Minecraft VR was developed in 2016 to provide virtual reality support to Minecraft: a Java-oriented version toward Oculus Rift hardware. Fork from VR Modification Minecraft known as Vivecraft Mod port to OpenVR, and towards supporting HTC Vive hardware directions. [199] On August 15, 2016, Microsoft launched the official Oculus Rift support for Minecraft in Windows 10. [199] [199] Minecraft stopped VR mod by its developer because of a trademark complaint issued by Microsoft, and Minecraft was endorsed by the creators of minecraft's VR reform community due to its fission support and being superior to the original Minecraft VR Mod. [199] It's also available in the VR gear version, titled Minecraft: Gear VR Edition. [200] Support for Windows Reality Added in 2017. On September 7, 2020, Mzheng Studios announced that the PlayStation 4 version of the game would receive PlayStation VR support in the same month. [201] Only VR versions officially support Minecraft PlayStation Version 4, Minecraft: Gear VR Edition and Minecraft for Windows 10 for Oculus Rift and Windows Mix Reality Headsets. [202] [201] Spin-off Game Minecraft: Story Mode Original Article: Minecraft Story Mode: Story Mode, Episodic Spin-Off Game developed by Telltale Games in collaboration with Mojang, was announced in December 2014. Consisting of five episodes plus three additional downloadable episodes, the standalone game is a narrative and player-driven choice, and it was released on Windows, OS X, iOS, PlayStation 3, PlayStation 4, X with 360 and X with one via download on October 13, 2015. [203] [204] [205] A physical disc granting access to all parts was released for the above four consoles on October 27. [205] Wii U [206] and Nintendo Switch versions were also later released [207][208] the first trailer to be shown to play on MineCon on July 4, 2015, revealing some game features. In Minecraft: Story Mode, players control Jesse (voiced by Patton Ossaunt and Catherine Tauber), who sets out on a trip with friends to find the rock order—May the four adventurers who murdered The Dragon—in order to save their world. Brian Posen, Ashley Johnson, Scott Porter, Martha Plympton, Dave Fenway, Corey Feldman, Billy West and Paul Rubens portray the rest of the cast. [209] Minecraft Classic Minecraft Classic Browser Remake 2009 is the classic version of Minecraft. The game was released on May 7, 2019, to celebrate the 10th anniversary of Minecraft. Minecraft classics play remakes as it did in 2009, including mobs present in the 2009 version of Minecraft. [210] The game has a total of 32 types of blocks that players can place. [211] The game also supports multiplayer with a total of 10 players. [212] Minecraft Land Main Article: Minecraft Land is an augmented reality game announced by Microsoft in May 2019. The game allows players to interact with the world and build Minecraft-style structures and objects that stand and can be modified by other players. The game implements collecting resources and many other features of the original game in the augmented setting of reality. The game had a beta release in July 2019 and was fully rolled over late With millions of downloads in the first week. [214] [Better source required] MineCon Dungeon Original article: Minecraft Dungeon Dungeon is a dungeon crawling game announced on MineCon 2018 and published on May 26, 2020. Set in the Minecraft world, the game can be played alone or at a party of up to four people. [215] For Windows, X-Buck One, Nintendo Switch, and PlayStation 4 were released in 2020. [216] Accepting this section is lost information about the individual acceptance of any version of the game. Please expand the section to include this information. More details may be on the discussion page. (October 2018) ReceptionAggregate scoreAggregatorScoreMetacritic(PC) 93/100[217](PS4) 89/100[218](XONE) 89/100[219](PS3) 86/100[220](NS) 86/100[221](VITA) 84/100[222](X360) 82/100[223](WIIU) 77/100[224](3DS) 62/100[225](iOS) 53/100[226]Review scoresPublicationScoreUp.com(PC) A+[227]Edge(PC) 9/10[228]Eurogamer(PC) 10/10[37](X360) 9/10[229]Game Informer(PC) 9.25/10[230](X360) 8.75/10[231]GameSpot(PC) 8.5/10[232](X360) 7.0/10[177]GameSpy(PC) 233[IGN(PC) 9.0/10[234](iOS) 7.5/10[235](X360) 8.5/10[83](PS3) 9.5/10[236](PS4) 9.5/10[237](VITA) 9.5/10[238](NS) 9.5/10[239]Nintendo Life(PC) 9/10[240]Game (Wii U) 7.5/10[242](3DS) 6.6/10[243](NS) 8.2/10[244]PC Gamer (US) (PC) 96/100[239]TouchArcade(iOS) 2/40[Version 1.0] 2[41] Minecraft received critical acclaim, praising the creative freedom it grants players in-game . 247] [246] [245] Critics have praised Minecraft's complex craft system, stating that it is an important aspect of open-game gameplay. [232] Most publications were influenced by the game's blocked graphics, describing them as instantly memorable. [19] Reviewers also liked the game's adventure elements, noting that the game creates a good balance between exploring and building. [232] Multiplayer game features have been generally get optimal, with IGN commenting that the adventurer is always better with friends. [19] Jaz McDougal of PC Gamer said Minecraft is intuitively interesting and contagiously entertaining, with unparalleled scope for creativity and memorable experiences. [239] It is regarded as introducing millions of children to the digital world, so far as its basic game mechanics are reasonably similar to computer commands. [248] IGN was disappointed about the troublesome steps needed to set up multiplayer servers, and called it trouble. [19] Critics also said that visual bugs occur periodically. [232] Despite its release from beta in 2011, GameSpot said the game had an unfinished feel, adding that some elements of the game appeared flawed or thrown together with surprise. [232] A review of the Alpha edition, by Scott Munro of the Daily Record, called it something special now and asked readers to buy it. [249] Jim Rossignol of The paper also recommended the game's alpha, called it a kind of productive 8-bit Lego stalker. [250] On September 17, 2010, penny Arcade's webcomic game began a series of comics and news about the game's addictiveness. [251] The X-Buck 360 version was generally received positively by critics, but did not receive as much praise as the PC version. Although reviewers were disappointed by the lack of features such as Mod support and content from the PC version, port additions applauded an in-game tutorial and guidance and build recipes, saying they made the game more user-friendly. [83] Minecraft: The pocket version initially received mixed reviews from critics. Although the referees appreciated the game's intuitive controls, they were disappointed by the lack of content. The inability to collect craft resources and items, as well as the limited types of blocks and the lack of hostile mobs, was particularly criticized. [235] [252] [253] After the added update of more content, Pocket Edition began receiving more positive reviews. Reviewers complimented controls and graphics, but still noted a lack of content. [235] Minecraft sales outselled more than a million purchases less than a month after entering its beta phase in early 2011. [254] [255] At the same time, the game had no publisher support and has never been promoted except through word of mouth, and various unpaid references to popular media such as Penny Arcade's webcam. [257] As of April 2011, Persson estimated that Minecraft earned 23 million euros (33 million U.S. dollars), with 800,000 sales of the alpha version of the game, and more than 1 million beta version sales. [258] In November 2011, before the game was fully released, minecraft beta outsold 16 million registered users and 4 million purchases. [259] By March 2012, Minecraft had become the 6 best-selling computer game of all time. [260] As of October 10, 2014, the game had sold 17 million copies on pc and became the best-selling PC game of all time. [261] As of October 10, 2014, the game had sold about 60 million copies on all platforms, made it one of the best-selling video games of all time. [261] On February 25, 2014, the game reached 100 million registered users. [263] As of May 2019, 180 million copies had been sold on all platforms, bringing it to the single best-selling video game of all time. The free version for the China Minecraft game had more than 300 million players as of November 2019. [196] Minecraft's X-Buck version 360 became profitable on the first day of the game's release in 2012, when the game broke sales records for X-Bucks Live with 400,000 online players. [264] Within a week of being on bucks live market, Minecraft sold upwards of a million copies. [265] GameSpot announced in December 2012 that Minecraft has sold more than 4.49 million copies since the game On X-Buck Live Arcid in May 2012. [266] In 2012, Minecraft purchased the most title on X with X-Buck Live Arcid; it was also the fourth-highest-play title on X-Buck Live based on average users per day. [267] As of April 4, 2014, the X-Buck version of 360 had 12 million copies of sales. [268] In addition, Minecraft: The pocket version reached a figure of 21 million in sales. [269] The PlayStation 3 version sold 1 million copies in five weeks. [270] The release of the PlayStation Vita Game version boosted Minecraft sales by 79%, selling both the PS3 and PS4 first releases and becoming the biggest minecraft launcher on the PlayStation console. [271] The PS Vita version sold 100,000 digital copies in Japan in the first two months after release, according to SCE Japan Asia. [272] As of January 2015, 500,000 digital copies of Minecraft in Japan were sold across all PlayStation platforms, with an increase in primary school children buying the PS Vita version. [273] Minecraft helped improve Microsoft's first party total revenue of \$63 million for the second quarter of 2015. [274] The game had more than 112 million monthly active players, including all versions, as of September 2019. [275] On its 11th anniversary in May 2020, the company announced that Minecraft had reached more than 200 million copies sold across platforms with more than 126 million monthly active players. [276] In July 2010, the awards listed Minecraft's PC Gamer as the fourth best game to play at work. [277] In December of that year, He chose Minecraft as his choice for the best downloadable game of 2010, and Gamsotra called it the eighth best game of the year, as well as the eighth indivy game of the year, and rock, paper, shotgun called it Game of the Year. [281] Indy D.B. awarded the 2010 Indy Award as voter-elect, in addition to two of the five editor-in-chief's choice awards for indy's most innovative and best single. [282] Also won game of the year award by PC Gamer UK. [283] At the March 2011 Independent Games Festival, the game was nominated for the Ceeomas McNaulay Grand Prix, Technical Excellence and Excellence in Design Awards and won the Grand Prize and the Community Vote Audience Award. [284] [285] At Game Developers Choice Awards 2011, Minecraft won awards in the categories for Best Debug Game, Best Downloadable Game and Innovation Award, winning every award which it was nominated. [286] [287] He also won the GameCity Video Game Arts Award. [288] On May 5, 2011, Minecraft was selected as one of 80 games at the Smithsonian Museum of American Art as part of a video game art exhibition that opened on March 16, 2012. [289] At the 2011 Spike Video

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Sourcing: 32-bit Calculalitions – News - newspapers - books - scholar - JSTOR (October 2009) (Learn how and when to delete this template message) Computer architecture bit width bit 14812161822628303132364044860641128256512bit cutting software 8163284 binary floating point precision 1.6 (×1/2)2432 (×1)4064 (×2)80128 (×4)256 (×8) Decimal floating precision 3264128 vie in computer architecture, 32-bit integers, Memory addresses, or other data units are those that are 32 bits (4 octets) wide. Also, 32-bit CPU and ALU architectures are architectures based on registrations, address buses, or data buses of that size. 32-bit microcomputers are computers where 32-bit microprocessors are the norm. Range for Integress a 32-bit registration can store 232 different values. The range of values that can be stored in 32 bits depends on the representation of the used inter. With two common representations, range 0 through 4,294,967,295 (232 −1) for representation as a binary number (not signed), and −2,147,483,648 (−231) through 2,147,483,647 (231 −1) is for representation as a double supplement. An important consequence is that a processor with 32-bit memory addresses can access directly in most 4 GB of addressable memory (although in practice the limit may be lower). The technical history of the world's first stored electronic computer, Baby Manchester, used 32-bit architecture in 1948, although it was only proof of concept and had little practical capacity. It held only 32 32-bit rum words on the Williams Tube, and no action besides, only subtracted. Memory, as well as other digital circuits and wiring, were expensive during the first decades of 32-bit architecture (1960s to 1980s). [1] Older 32-bit processor families (or simpler, cheaper species) could therefore have many compromises and restrictions to reduce costs. It can return 16-bit ALU, for example, or external (or domestic) buses narrower than 32 bits, limit memory sizes or call for more cycles to fetch training, execution or writing. However, such processors could be labeled 32-bit, as 32-bit registrations and instructions were still able to manipulate 32-bit values. For example, the IBM/360 30 system had an 8-bit ALU, 8-bit internal data paths and an 8-bit path to memory, and the original Motorola 680 had a 16-bit ALU data and a 16-bit external data bus, but had 32-bit recordings and a 32-bit instruction set. The 68,000 design was sometimes referred to as 16/32 bit. [3] However, the photo is often true for newer 32-bit designs. For example, the Pentium Pro processor is a 32-bit machine, with 32-bit registrations and instructions that manipulate 32-bit quantities, but the bus has an external address 36 bits wide and gives a larger address space than 4 GB, and the external data bus is 64 bit wide, primarily in order to allow a more efficient preschool of instructions and data. [4] Outstanding 32-bit architecture set architecture tutorials used in general purpose calculations include IBM/360 system and IBM system/370 (which had 24-bit addressing) and system/370-XA, ESA/370, and ESA/390 (which had addressing 31-bit), VAX DEC, NS320xx, Motorola family 68000 (the first two models had 24-bit addressing), intel version of IA-32 32-bit x86 architecture, and 32-bit versions of ARM architecture,[5] SPARC, MIPS, PowerPC and PA-RISC. The architectures of the 32-bit training suite used for embedded computing include family 680 and closefire, x86, ARM, MIPS, PowerPC, and Terry Blind Architectures. Applications in x86 architecture, a 32-bit application typically means software that normally (not necessarily) uses the 32-bit linear address space (or flat memory model) possible with 80,386 chips and later. In this context, the term arose because DOS, Microsoft Windows and OS/2[6] were originally written for microprocessors 8088/8086 or 80286, 16-bit microprocesses with segmented address space in which programs had to switch between sections to reach more than 64 kb code or data. Since this is quite time-over compared to other machine operations, performance may suffer. In addition, programming with sections tends to become complex; 80386 and its successors fully support the 16-bit sections of the 80286 but also the section to offset the 32-bit address (using the new 32-bit width of the original registration). If the base address of all 32-bit sections is set to 0, and the registration of sections is not explicitly used, the segmentation can be forgotten and the processor will appear as having a simple 32-bit linear address space. Operating systems such as Windows or OS/2 allow 16-bit (segmented) programs as well as 32-bit programs. There is a former possibility for backward compatibility, and the latter usually means use to develop new software. Images in digital images/images. 32-bit usually refer to RGBa color space; that is, 24-bit truecolor images with an additional 8-bit alpha channel. Other image formats also specify 32 bits per pixel, such as RGBe. In digital images, sometimes 32-bit refers to high dynamic range imaging (HDR) formats that use 32 bits per channel, totaling 96 bits per pixel. 32-bit images are used on each channel to show brighter values than what sRGB color space allows (brighter than white); these values can then be used to accurately maintain bright highlights when either reducing image exposure or when it is seen through a dark filter or dull reflection. For example, reflections on oil slick are only a fraction of that seen on a mirrored surface. HDR images allow for reflection highlights that can still be seen as bright white areas, rather than dull grey shapes. File formats are a 32-bit file format of a binary file format for which any basic information is defined on 32 bits (or 4 bytes). An example of such a format is the advanced metaflifer format. See also 16-bit 64-bit video game history (32-bit era) word (data type) physical address format (PAE) sources ^ Peterson, David; Ditzel, David (2000). Readings in Computer Architecture. San Diego: Academic Press. p. 136. ISBN 9781558605398. ^ IBM System/360 Model 30 Functional (PDF). Ibm. August 1971. 8. 9. GA24-3231-7. ^ 68000 users manual (PDF). ^ Gwennap, Linley (16 February 1995). Intel's P6 Uses Decoupled Superscalar Design (PDF). Microprocessor Report. Retrieved 3 December 2012. ^ ARM architecture overview (PDF). ^ There were also species of ionics for 80286. External links how Stuff works how bits and bytes work Ken Colburn in LockerGnome.com: 32-bit vs. 64-bit Windows recovered from

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