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before signing up. You can read more at: you'll need to own digital version of the game. For beta, record owners are not supported - sorry! Join the Minecraft beta on Windows 10 PC. 2. Look for the Xbox Insider Hub app. 3. Download and install Xbox Insider Hub. 4. Launch the Xbox Insider Hub. 5. Browse Minecraft Beta's content. 6. Select Sign up. 7. Have fun and find bugs! ANDROID Head here for a breakdown of how to access betas on Android. Please report all your to bugs mojang.com please let us know what you think of the beta by pressing the feedback button in the game or visiting feedback.minecraft.net. There you go! Have fun! By Andrew Burnes, Kelsey Blanton, PearlescentMoon, GeminiTay on April 16, 2020 Stories featuring Minecraft Guides with RTX Ray Tracing If you've spent time growing and developing a Minecraft Java world, you'll be pleased to learn that it can be converted to Windows 10 Bedrock format, which is needed for Minecraft with RTX. In this guide we will guide you through the steps, but please be aware that this process is neither perfect nor foolproof, so please make sure to make backups of all worlds and files before proceeding. Please note that this guide is an unofficial guide to global conversion. We use third-party tools and we cannot guarantee that the product of these conversions will be the ideal experience during Minecraft with RTX Beta. For a guide on how to create textures that are compatible with PBR-enhanced ray tracing, visit here. In order to convert worlds, you'll need the latest Minecraft builds for Java and Windows 10, as well as a few unofficially unsused third-party tools and applications. Official Applications MCC Tool Chest (Bedrock Edition) MCA Selector Forge Installer Download the latest version, which should match with the version number of Minecraft Java you use, for example Forge 1.15.2, combined with Minecraft Java 1.15.2 (version number visible in the Installations tab in the Minecraft Java launcher) World Edit For Forge As above, download the version that matches the version of Minecraft you use, for example WorldEdit 7.1.0 (Forge for MC 1.15.2), for Minecraft Java 1.15.2 For global conversion, you will need to access your global files and gaming client files. These are the default locations: Minecraft Bedrock (UWP) World Save Folder %USERPROFILE%-AppData-Local-Packages-Microsoft.MinecraftUWP 8wekyb3d8bbwe-LocalState-games-com.mojangminecraftWorlds Minecraft Java World Save Folder %USERPROFILE%-AppData-Roaming.minecraft Java earlier than 1.2 it needs to be updated before the bedrock conversion can begin. Install the latest versions of Java and Minecraft Java Make a local backup of your old world on your Open Minecraft Java 1.15.2 PC, or newer, and load the copy of the old world When it is invited, update the world, enter the game, then save and leave If you use the features and schematic functions of World Edit or World Edit Forge, conversion process starts here. If this doesn't apply, go to the MCASelector section below. Open your old world using your current versions of Minecraft and other required tools Using the // World Edit Forge commands, create a diagram of your build and save it to your .minecraft World Edit schematic folder. If you don't have one, create Solo schematic test, which will generate the folder for you backing up your old files and installs install all the updated software related to Open Windows 10 Bedrock, create a new virgin world, and leave Charger the new version of Minecraft Java and create a new solo world Load your schematic and stick to the desired location (make sure Open To LAN is selected in the menu) Save and leave Follow the past diagram, then follow the MCC Chest Tool instructions Once these other steps are completed, open Windows 10 Bedrock and your creation will be visible at the selected coordinates. At the time of writing, minecraft Bedrock Edition encounters errors when loading a converted world, unless you use MCASelector. This tool allows you to manually remove annoying pieces containing water, bubble columns, smooth stone, Redstone links and nether portal links, en masse, so you avoid having to manually change these aspects of your world in Bedrock. The process is quick and easy, and empty spaces (those with deleted pieces) will self-fill with the correct specific bedrock pieces when they are converted, but you can manually modify or update some aspects once in the game. As always, it's a good time to keep a backup of your Java world before you start. 1. Click right on mcaselector-1.9.3.jar, or a newer version, and Open With... Java 2. In the app, click File Open and browse the folder containing the .mca files of your world, for example %USERPROFILE%-AppData-Roaming.minecraft-saves-WorldName-region. Once in this folder, click Select Folder 3. The world will load into the app. Use the average mouse to navigate, and the mouse wheel to zoom in and out. a. Note: Extremely large worlds may not load properly, or take a long time to make 4. With the left mouse button, select songs that should not be converted. If you accidentally select a song, use the right click to select. A. Energy users should try tools and filter chunks, which can greatly speed up the identification and location of certain types of 5 pieces. Click Selection to remove selected songs (Ctrl-D), 6. A warning window will appear indicating that you are about to delete a lot of songs. Accept and wait. 7. Your Java world will now have the Deleted/Missing: 8. McA Selector can now be closed - if you discover after converting to bedrock that you missed pieces, either manually edit in the game, or re-run the steps in MCA Selector before converting. 9. Convert the Java-de-pieces world into bedrock using the MCC toolbox instructions below. With your Java world updated and prepared, we can now load MCC Tool Chest (Bedrock Edition) to launch the conversion to Windows 10 Bedrock Bedrock Please note, once the conversion begins there is no going back, so make sure all your Java and Bedrock world files are fully backed up before you start. 1. Install and load mcc tool chest (Bedrock Edition), as MCC 2. Click to open and select your new virgin world 3. Click tools → convert → into bedrock 4. You will be asked what Java world you want to convert to Bedrock: 5. Select the world you want to convert and you will be presented with a new screen a. Note: If MCC can't automatically find your Java World folder, direct it to the folder location, for example %USERPROFILE%-AppData-Roaming.minecraft saves-WorldName, and follow the following prompts until you return to the conversion will begin (note that it may take some time on the larger worlds). 7. Once completed, you will receive a Conversion Completed message. Click Close and you will be returned to the main mcc window. 8. The new window will be accessible in Bedrock! If you don't see it, open %USERPROFILE%-AppData-Local-Packages-Microsoft.MinecraftUWP 8wekyb3d8bbwe-LocalState-games-com.mojang-minecraftWorlds and check that the global file is there. 10. Before you go any further, there are a couple of things to note: Once you opt-in at the Xbox Insider Hub Minecraft with RTX Beta, your world may not be available to be open in Minecraft Bedrock for Windows 10, other Bedrock Minecraft betas on the Insider program, or the full non-beta version of Minecraft with RTX which is launching at a later date. We therefore recommend that you make copies and backups of all the worlds you want to play in Minecraft with RTX Beta, so you can restore them at a later date in other versions of Minecraft. You may need to uninstall Minecraft windows 10 Bedrock in order to download Minecraft with rtx beta when you choose to participate in the new beta. Please back up all the worlds you want to keep before you sign up for the new beta or uninstall the old versions of the game, as the worlds you just converted! Minecraft registered worlds can be found in: %LOCALAPPDATA%-Packages-Microsoft.MinecraftUWP 8wekyb3d8bbwe-LocalState-games-com.mojang-minecraftWorlds and/or %USERPROFILE%-AppData-LocalState-games-com.mojang-minecraftWorlds, depending on the versions of the game you have used in the past. Each file The minecraftWorlds directory is a gaming world. Please save it somewhere on your PC which is not in the Minecraft directory. You can also export worlds directly from Minecraft to the desktop of your PC or laptop by tapping the Edit pencil icon. Go play for the Edit icon - scroll down on the new screen, press the Export World button. 11. Download and install Minecraft with RTX Beta 12. Now that your world is converted, and placed in the appropriate minecraftWorlds folder, you need to integrate a PBR ray tracing resource pack into your converted world backup folder. If you don't already have a PBR-enabled resource pack, you can download one from our servers: or if you want to make one yourself, check out our guide to creating your own textures alternatively: Extract and move our resource packs, or yours, to %USERPROFILE%-AppData-Local-Packages-Microsoft, MinecraftUWP 8wekyb3d8bbwe-LocalState-games-com, moiang-resource packs, allowing you to guickly access them in the game in any world when activating packs as in step 17. If you intend to share your worlds. ready for action with PBR textures, so that others can play and enjoy your ray-traced creations, we recommend incorporating resource packs directly into the world folders themselves. If you only intend to download, convert and play your own worlds, the alternative location above is recommended because it allows you to instantly enjoy any world with tracing PBR rays and textures. 14. If you have chosen to make your own resource pack, rather than download one of our 4 ready-to-use packs, or another ready-to-use ray tracking pack, you will need to change the manifest. json file in your pack with Notepad, Notepad, or a similar application. Example of file tracking: %USERPROFILE%-AppData-Local-Packages-Microsoft.MinecraftUWP 8wekyb3d8bbwe-LocalState-games-com.mojang-minecraftWorlds-mytestworld-resource packs-mytestresource-manifest.json, or %USERPROFILE%-AppData-Local-Packages-Microsoft.MinecraftUWP 8wekyb3d8bbwe-LocalState-games-com.mojang-minecraftWorlds-mytestworld-resource packs-mytestworld-resource-manifest.json, or %USERPROFILE%-AppData-Local-Packages-Microsoft.MinecraftUWP 8wekyb3d8bbwe-LocalState-games-com.mojang-minecraftWorld-resource-packages-mytestworld-resource-manifest.json, or %USERPROFILE%-AppData-Local-Packages-Microsoft.MinecraftUWP 8wekyb3d8bbwe-Local-Packages-Microsoft.MinecraftUWP 8wekyb3d8bbwe-Local-Packages-mytestworld-resource-packages-mytestworld-resource-manifest.json, or %USERPROFILE%-AppData-Local-Packages-mytestworld-resource-packages-mytestworld-resource-packages-mytestworld-resource-packages-mytestworld-resource-packages-mytestworld-resource-packages-packages-mytestworld-resource-packages-packages-packages-packages-packages-packages-packages-packages-packages-packages-packages-packages-packages-packages-packages-packages-packages-p Microsoft.MinecraftUWP 8wekyb3d8bbwe-LocalState-games-com.mojang-resource packs/mytestresourcepack-manifest.json if you have chosen to use the other site to save from step 13. 15. Add this section/text to the manifest.json file before the last closed brace: capabilities: [raytraced] Note: the other content of your manifest, ison will delay Save and close the file. 16. Reopen Minecraft with RTX Beta. Click Read, then the pencil Change the button to the right of vour world in the list of available worlds, highlighted in our screenshot below: 17. On the new screen, scroll down to the left at Resource Packs and click the button: 18. On the new screen, screen, My packs on the right side of the screen, and once expanded, you'll see the resource pack you've done the alternative method and added multiple packs, you'll be able to choose one (but don't activate multiple ones simultaneously, as shown below), 19. Click on the resource pack you added to the My Packs drop, then click the new Activate button; The pack will now move to the single folder, but simultaneously activating multiple packs can lead to errors, bugs and glitches. In addition, a limitation in the current version of the beta can cause down-rezzing textures if memory usage exceeds a certain threshold. 20. With your resource pack enabled, click Read at the top left of the screen to load into your world. 21. If you've done everything right, and our Minecraft with RTX Game Ready Driver is installed, or a newer version, ray tracing and DLSS 2.0 will be automatically activated, and you'll see your world in a glorious new light with RTX ON! If you're not sure if RTX works, look at the debugging text at the top of the screen. In the current beta version, D3D12 RTX and DLSS will be referenced. Alternatively, press Escape, open settings, scroll down, select Advanced Video, and check DirectX Ray Tracing and Upscaling (DLSS 2.0) are enabled: If you don't see the options, you can't activate them, or there's an error message next to the options, something went wrong along the way. Retrace your steps to find the problem. 22. Explore your world, and if you find problems or errors related to the block, update as needed. 23. When you're done playing, Save and Quit rather than Alt's F4'ing, so the resource pack application in the game is applied continuously, otherwise you may have to repeat steps 16-20 each time you load Minecraft with RTX. 24. For all subsequent worlds that you create or convert, you simply copy on the entire sub-file resource pack to the folder of your new world, and follow steps 16-20. Alternatively, if you copied resource packs on the general folder mentioned in Step 13, %USERPROFILE%-AppData-Local-Packages-Microsoft.MinecraftUWP 8wekyb3d8bbwe-LocalState-games-com.mojang-resource packs, simply click Create New in the Read screen, apply a as in steps 17-19, then click Create at the top left of the screen. This will charge you directly into a new world with the tracing of rays, PBR textures and NVIDIA DLSS 2.0 enabled. And if you downloaded a Bedrock world and added it to %USERPROFILE%-AppData-Local-Packages-Microsoft. MinecraftUWP 8wekyb3d8bbwe-Local State-games-com. mojang-minecraftWorlds, follow steps 16-20 to Minecraft with the new features of RTX in the so-called world. Although initially intimidating and completed in minutes once you are familiar with the tools and workflow, allowing you to guickly bring all your Java worlds to Bedrock, and then improve with ray tracing in Minecraft with RTX. For more details on Minecraft with RTX Beta, check out our full and dedicated article. A Minecraft Java world converted into Minecraft bedrock Edition, now ready to be upgraded with PBR textures and ray tracing in Minecraft with RTX. Credit: @PearlescentMoon Now that you've experienced the whole process, you can use MCC to convert Java to Windows 10 Bedrock format, and load directly into Minecraft with RTX, with PBR textures and beam tracing enabled. For more details on Minecraft with RTX Beta, check out our full and dedicated article. Article.

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