

User guide & resolution of problems

Part 1 Solving problems

There exists three techniques to solve the most frequent problems in Matheminecraf.

- 1 - Enter **spectator mode** to move through walls
- 2 - Use the master reset
- 3 - Reinstall Matheminecraft

1 - Enter spectator mode to move through walls.

Being in spectator mode allows you to fly and move through walls. That is very useful to skip a level or to move to a specific part of the level. This would be the case if you are stuck in an animal pen, for example, and need to go back to a bridge.

To enter spectator mode, push the 'T' key of the keyboard. You will see a gray line on which you can enter text.



Enter the command

```
/gamemode spectator
```

and use the «Enter» key to execute the command. If all went well, you should see the message Your game mode has been updated to *Spectator Mode*.

You can now fly and cross the walls. To fly and gain altitude, use the «space» bar. To lose altitude, use the «shift» key. The «W,A,S,D» keys and the mouse or track-pad are used to move as in normal game mode.



You can now fly where you want and land on a bridge. Use the 'T' key to open the command line again and enter

`/gamemode adventure`



This will put you in the standard mode, that is the one in which you started the adventure !



In particular, use that trick to come back to a bridge after inadvertently mounting an animal.

Start by dismounting the animal by using the «shift» key.

Then follow the indications of part 1.

2 - Using the Master Reset

Using the master reset erases all progress previously made and sends the player to the start of the game. This is really useful to reset the game for a new player.

Start by losing a level on purpose, either by jumping into lava or by being blocked on a colored dot without exits. (Jumping into lava is easier.)

Once dead, click on Respawn .

You will be sent to a white room.



<https://go.epfl.ch/get-matheminecraft>



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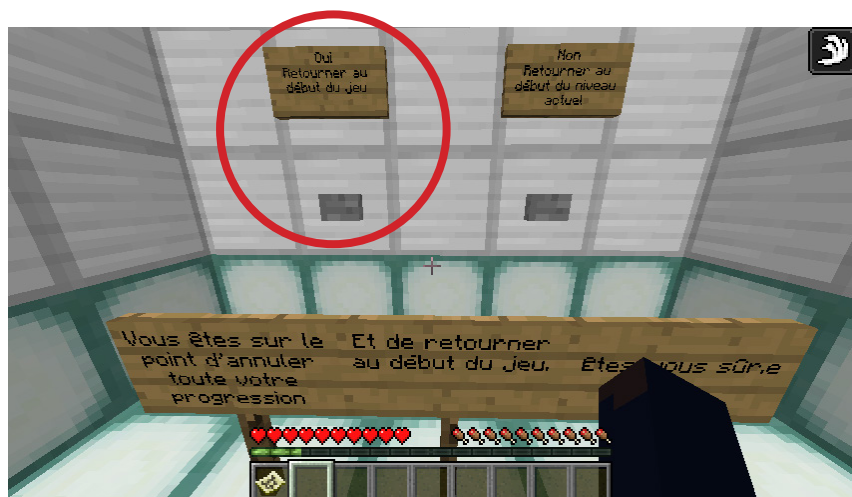
Go to the corner where you see a sign and button.

You will see a sign with Master Reset written on and a gray button on the floor.



Place the small cross(+) on the gray button and click on it using the right click of the mouse.

You will be teleported to a gray room, that will ask you whether you want to restart the whole game or go back to the level you just left. Using the right click of the mouse, push the wanted button.



You will be teleported again to a room where you will be asked to wait for the reset. Once it's done, you will be sent to the beginning of the game and can start a new adventure!



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3 - Reinstall Matheminecraft

If you broke blocs by mistake or if there is an unexpected problem, you can reinstall Matheminecraft. This will reset the game to its initial state.

Verify that Minecraft is closed before doing the following steps.

Open a file browser (Explorer or Finder) and navigate to the folder `saves` in the `./minecraft` directory as you did during the installation of Minecraft. Find the folder `Matheminecraft 1_0 online` and delete it. You can then follow step 4 of the installation guide.

Part 2 Some features of the map

At the bottom of the screen, you can find your Inventory bar (the tools you have in quick access). It's empty at the beginning.



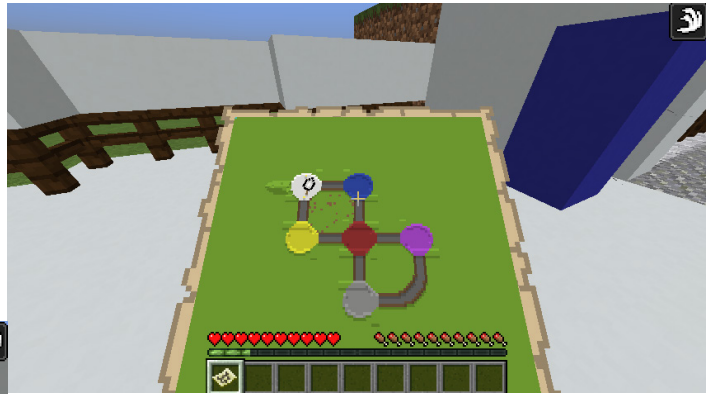
One element of the Inventory bar is highlighted, here it's the first one on the left. You can change the highlighted element by using the mouse wheel, or by using the 1 to 9 keys of the keyboard.



Here, the small icon in the red circle indicates that you have a map in your inventory. That is the map of the level. Here you can see that the third element is highlighted, and that it is empty. It's not the element with the map, therefore you can not see the map.



By highlighting the first element, you will see the map in your hands.



By using the 'F' key, the map will be sent to your left hand. You can choose how to view the map.



If you have the map in hands, that is when the first element is highlighted, be careful not to press 'Q'. If that is the case, you will drop the map to the floor. To recover the map, find it on the floor and walk on it.

If the map is dropped into lava, it will be destroyed. To finish the level, you can use the maps that are in the folder maps of matheminecraft.

