



r i x e l

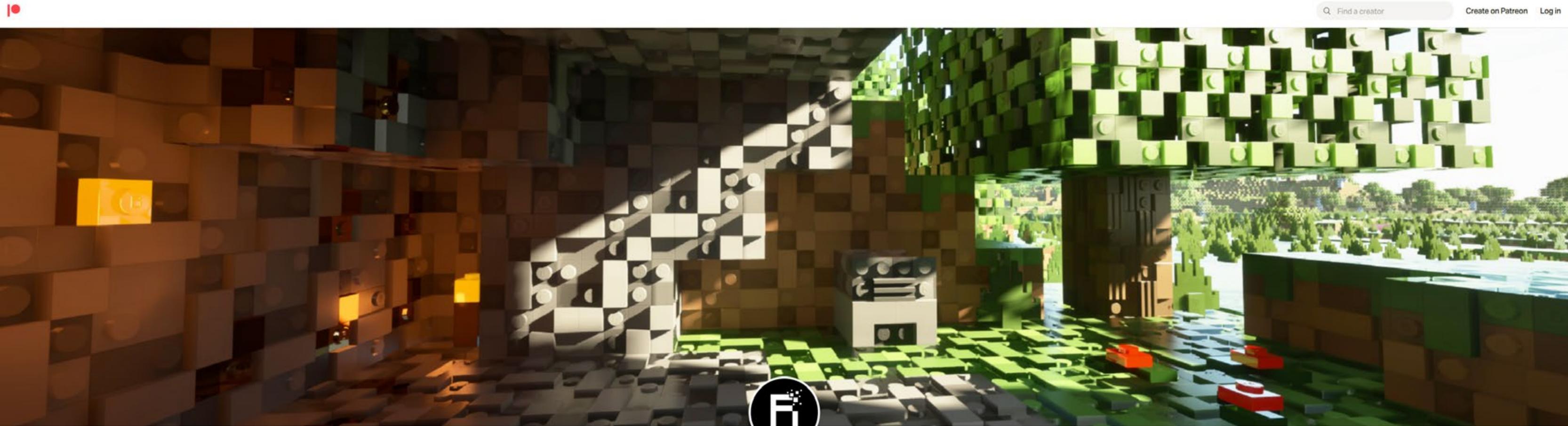
v 3.1

Installation guide - BSL v8.2 SHADER

Minecraft 1.20.1 Java Edition for Windows

For all steps, links and video timestamps
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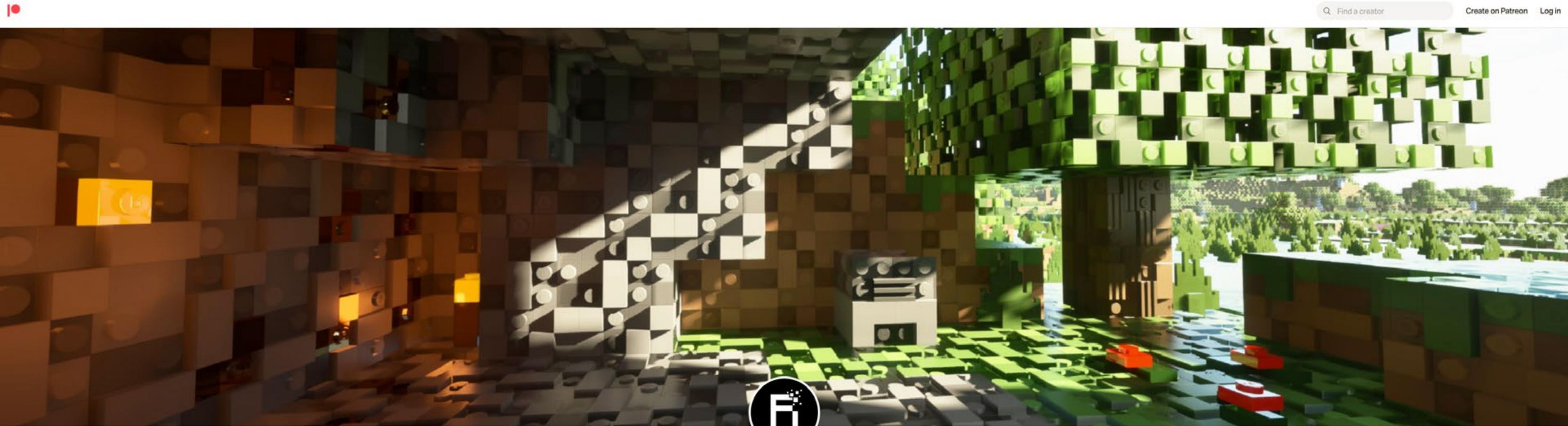




Wabbabrick
is creating Minecraft Resource Pack

Start from visiting our Patreon Page to become a Patron and gain access to Brixe1 Resource Pack for Minecraft Java Edition

For all steps, links and video timestamps please click **SHOW MORE** in the description below.

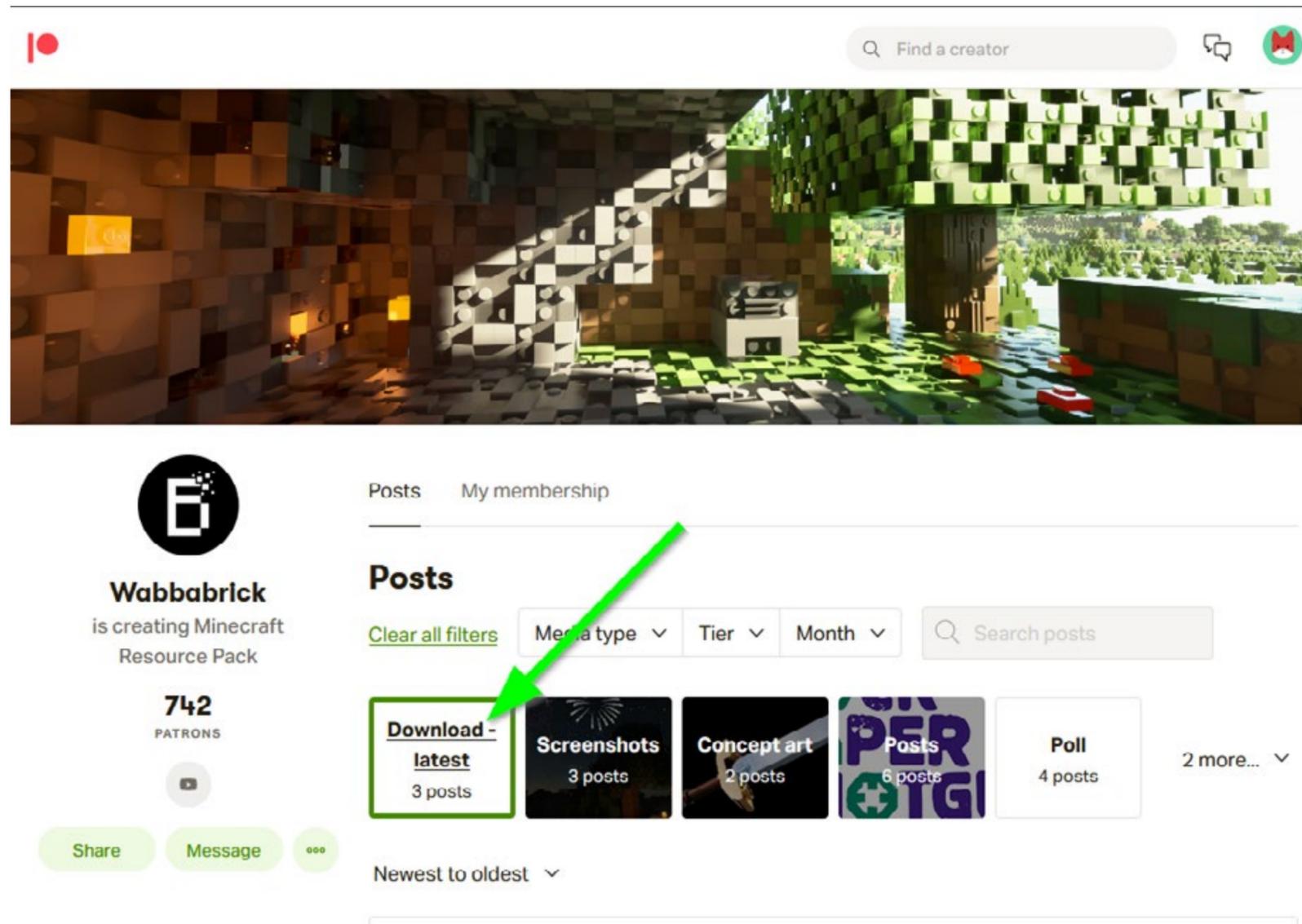


Wabbabrick
is creating Minecraft Resource Pack

<https://www.patreon.com/wabbabrick>

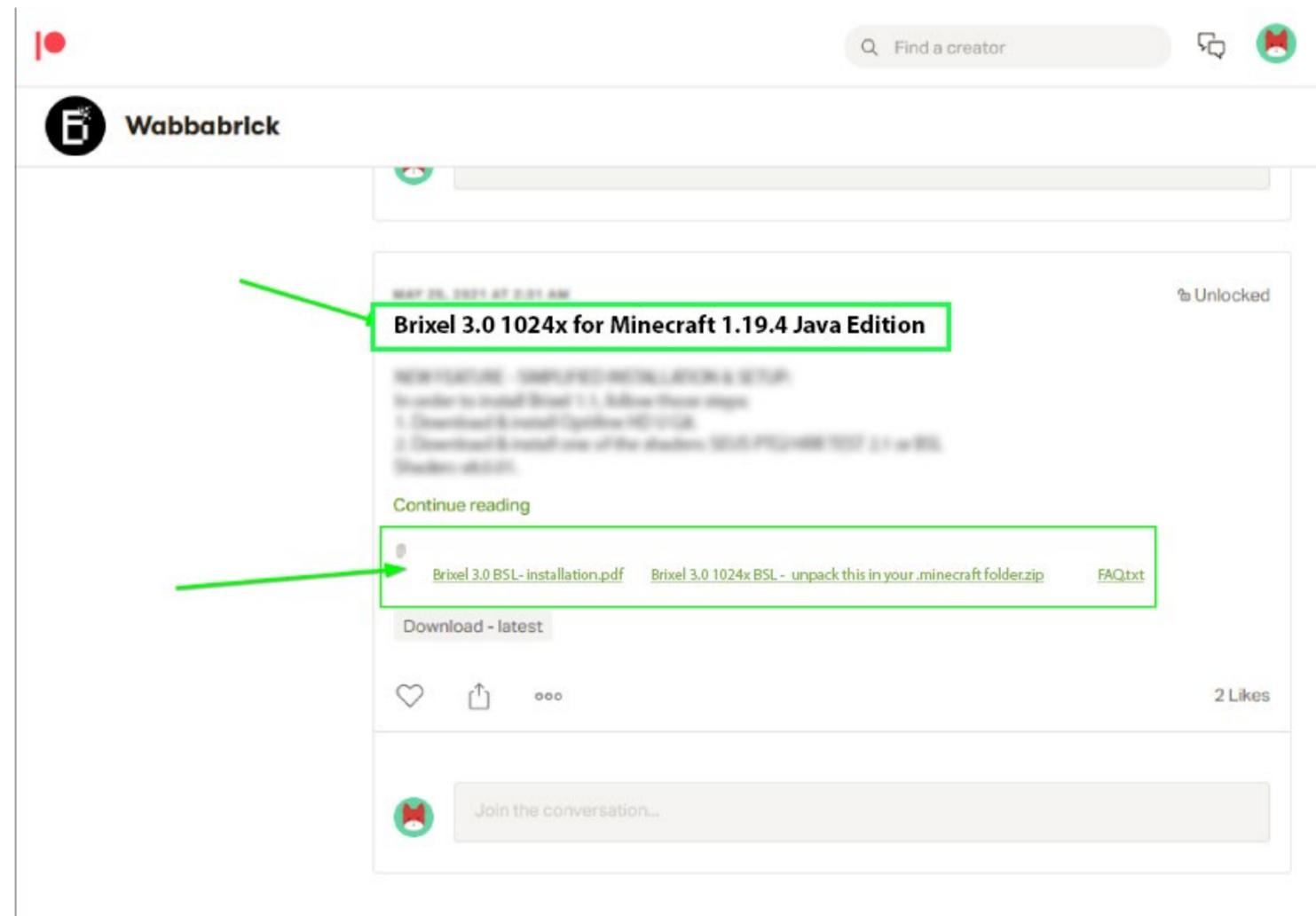
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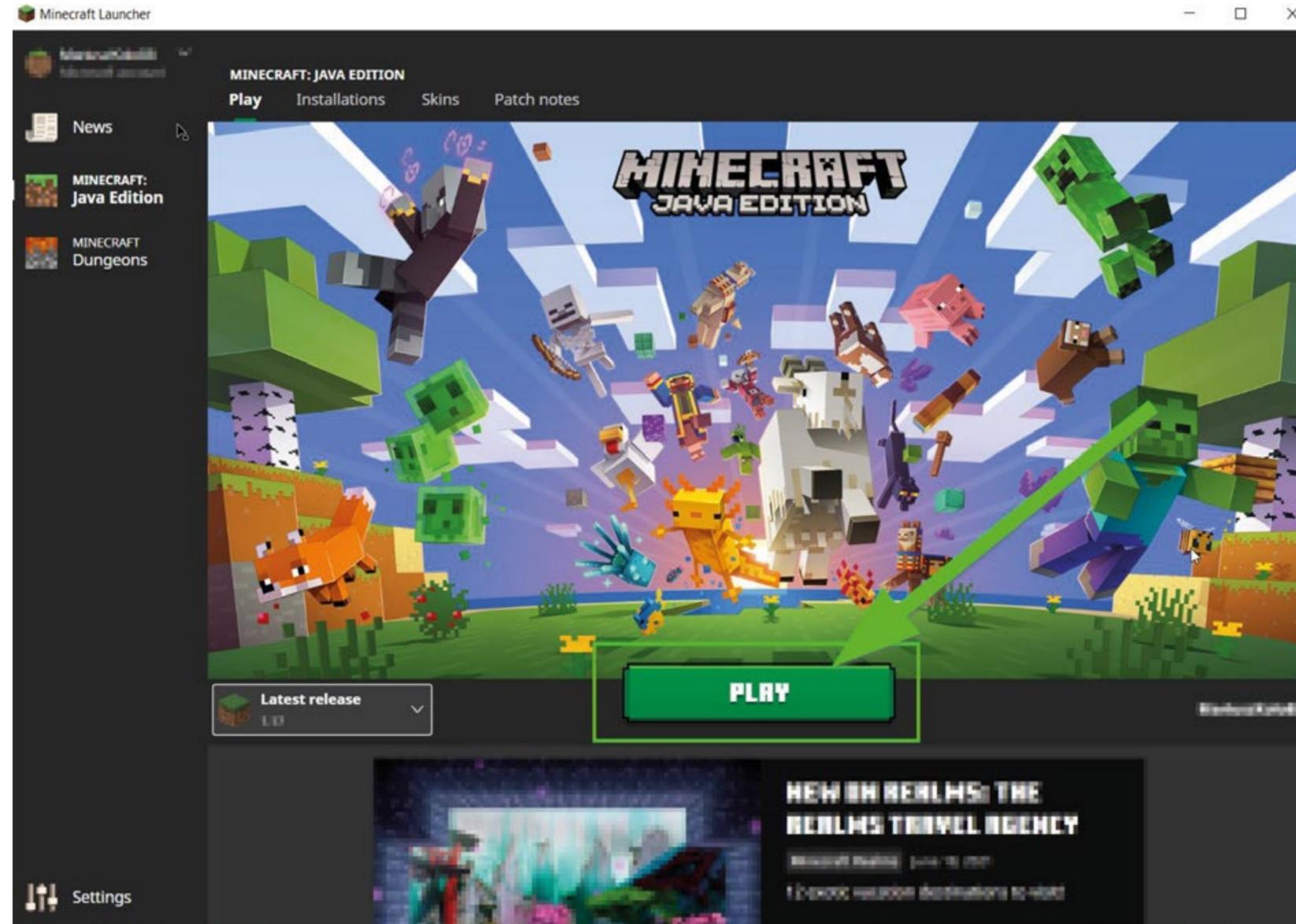
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Next Step:

**Download and install
Minecraft Java Edition for Windows
from official website**

<https://www.minecraft.net>

Run the game at least once and close it.

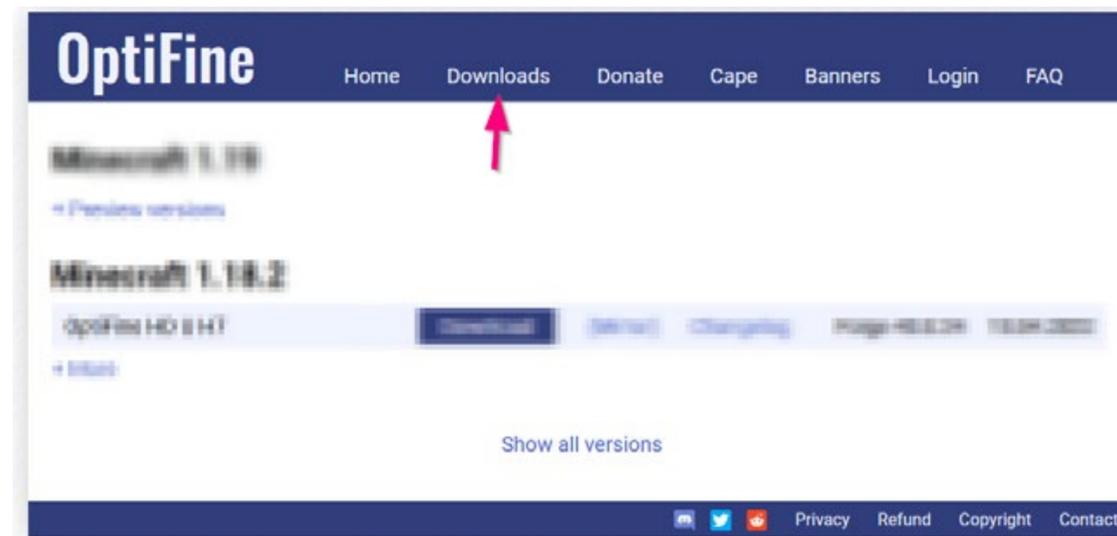


For all steps, links and video timestamps please click **SHOW MORE** in the description below.

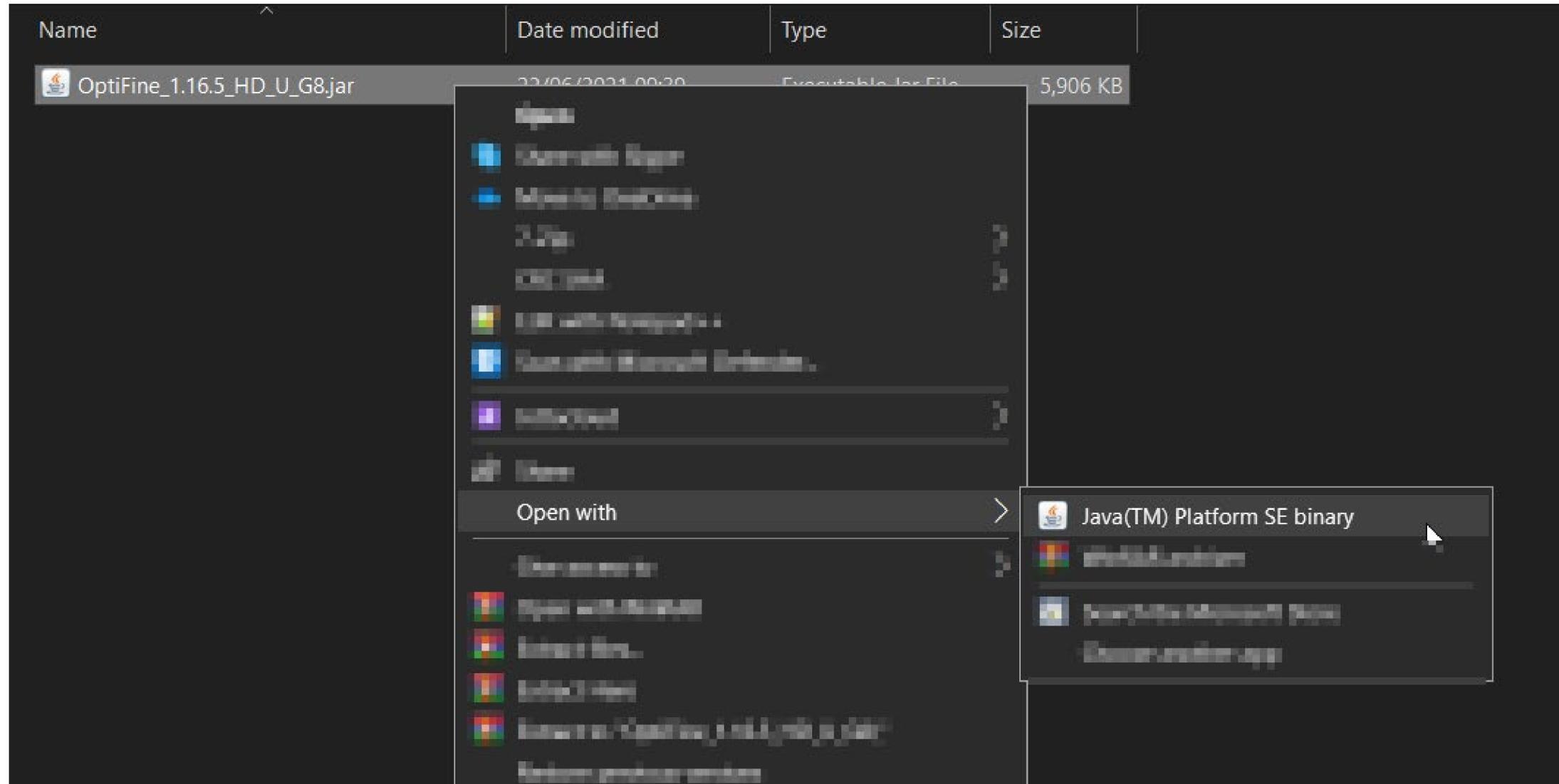
Next Step:

**Download and install
Optifine for Minecraft 1.20.1 HD U I5
in order to be compatible with new Minecraft Launcher**

<https://optifine.net/downloads>



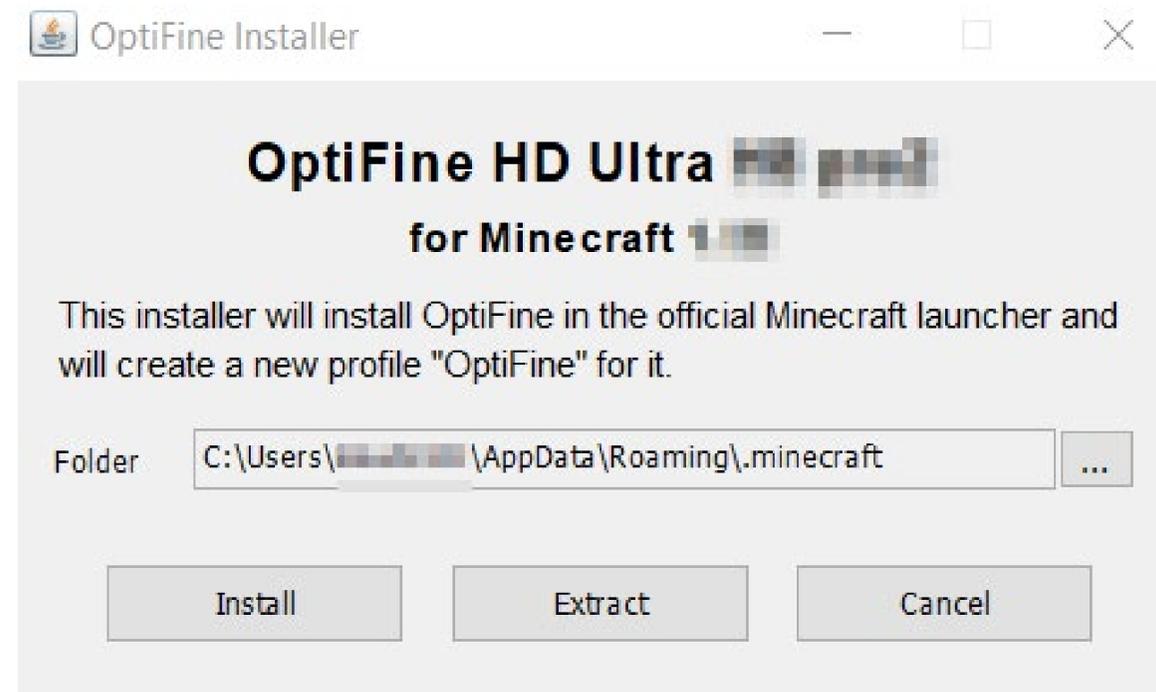
Open downloaded OptiFine_1.20.1_HD_U_I5.jar file with Java(TM) Platform SE binary



If you don't have it please go to www.java.com and download **64-bit Java for Windows**

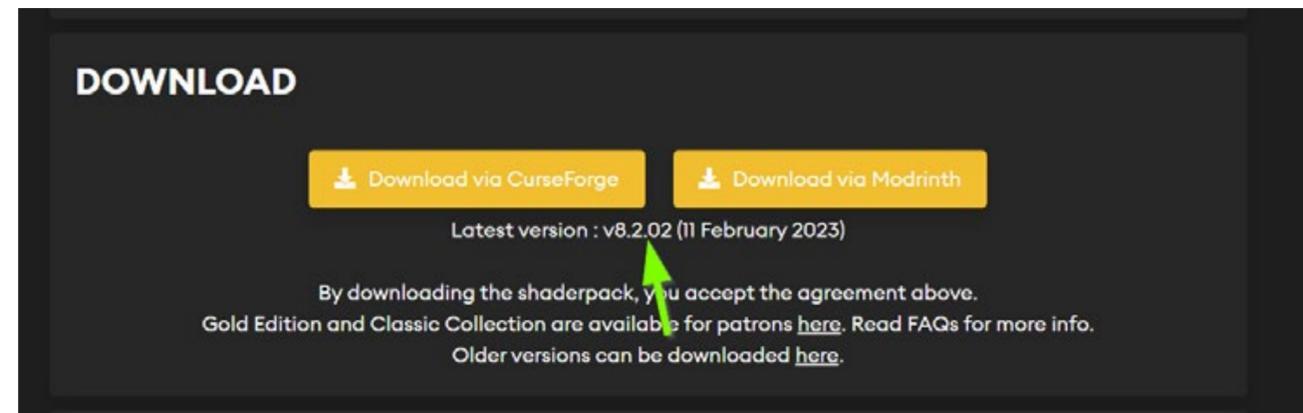
Install Optifine 1.20.1 HD U I5 to the default location:

C:\Users\your_username\AppData\Roaming\.minecraft



**In order to download and install free BSL
v8.2.04 SHADER
please go to the official page of its creator**

<https://bitslablab.com/bslshaders/#download>

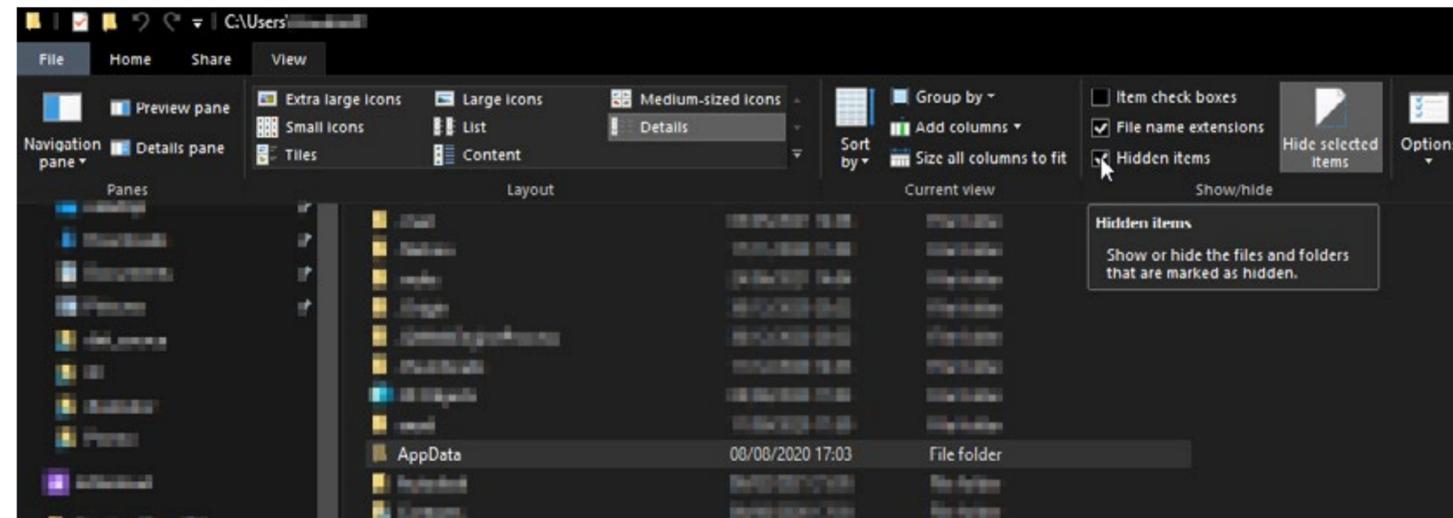


SHADER INSTALLATION

Copy and place file BSL_v8.2.04.zip
into this folder

C:\Users\<<your_username>\AppData\Roaming\.minecraft\shaderpacks

(folder AppData might be hidden so you need to set windows explorer to show hidden items)



If “shaderpacks” folder don’t exist yet please create a folder named “shaderpacks” inside of “.minecraft” folder

Select BSL_v8.2.04 shader in Minecraft



BRIXEL INSTALLATION

Choose one of those files:

“Brixel 3.1 1024x BSL - unpack this in your .minecraft folder.zip” - for 1024x1024px texture pack

or

“Brixel 3.1 512x BSL - unpack this in your .minecraft folder.zip” - for 512x512px texture pack

or

“Brixel 3.1 256x BSL - unpack this in your .minecraft folder.zip” - for 256x256px texture pack

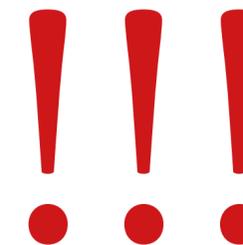
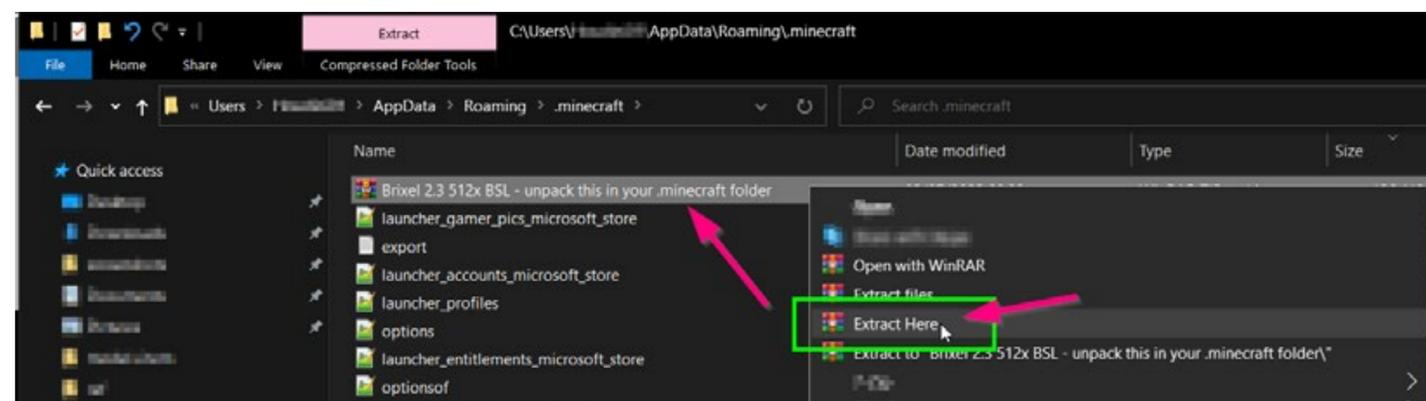
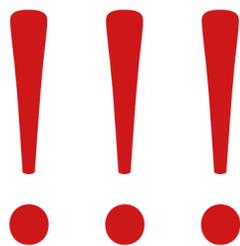
or

“Brixel 3.1 128x BSL - unpack this in your .minecraft folder.zip” - for 128x128px texture pack

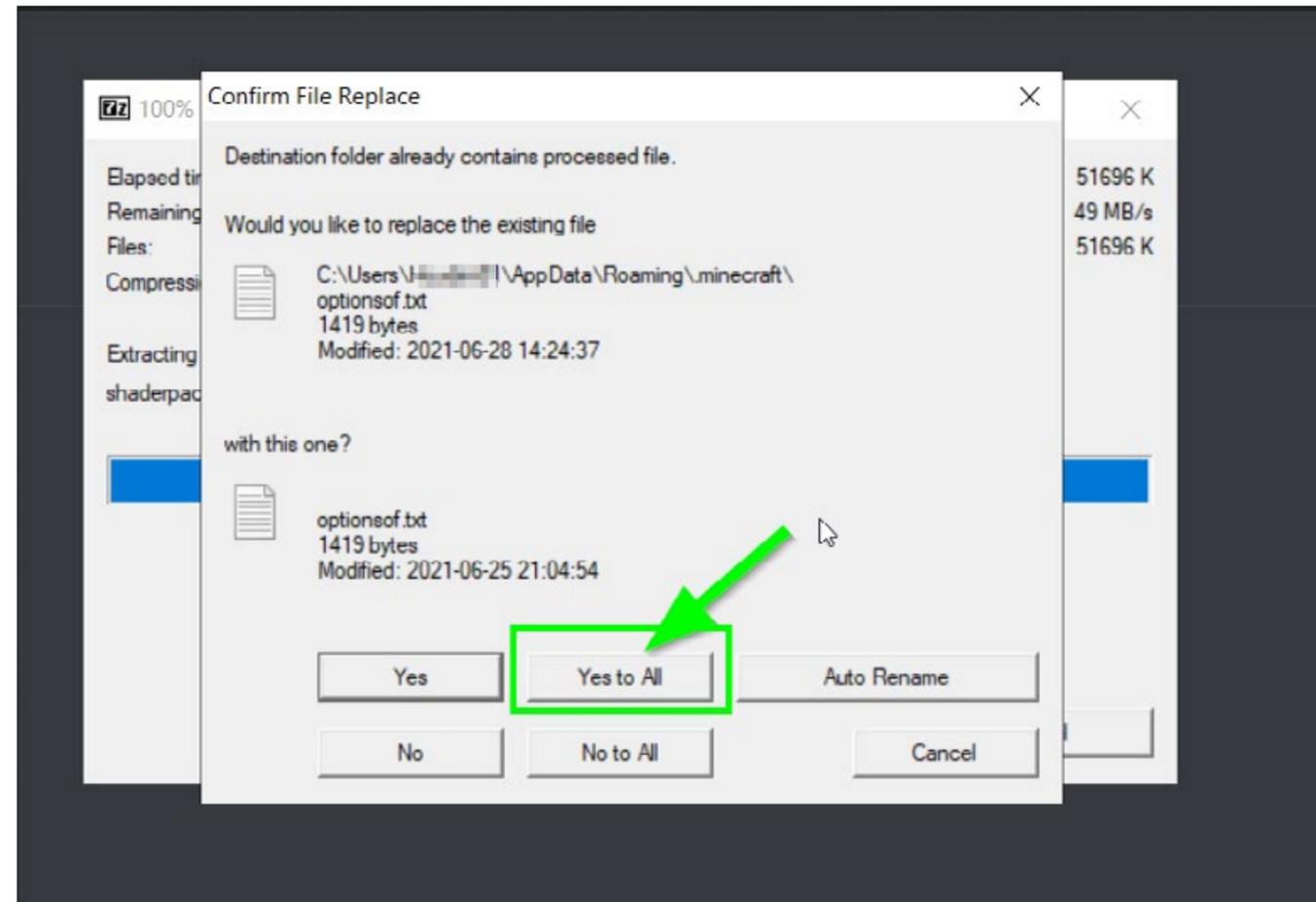
Put it into your .minecraft folder :

C:\Users\<<your_username>\AppData\Roaming\.minecraft

Then, right-click the file and choose “extract here” the .zip file to install Brixel v3.1
Files need to be unpacked to “...\minecraft”. Do not place them in to any subfolder.

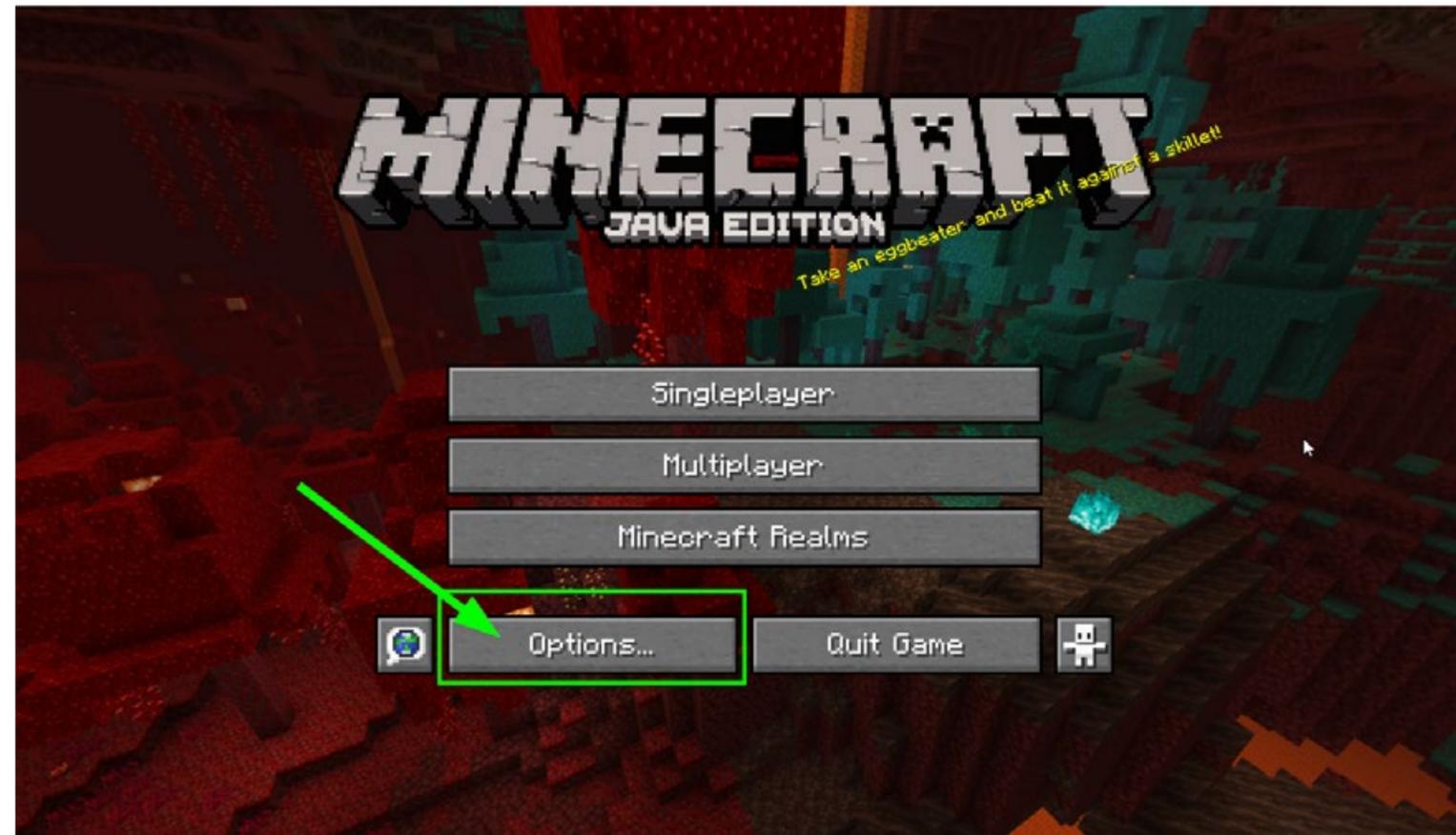


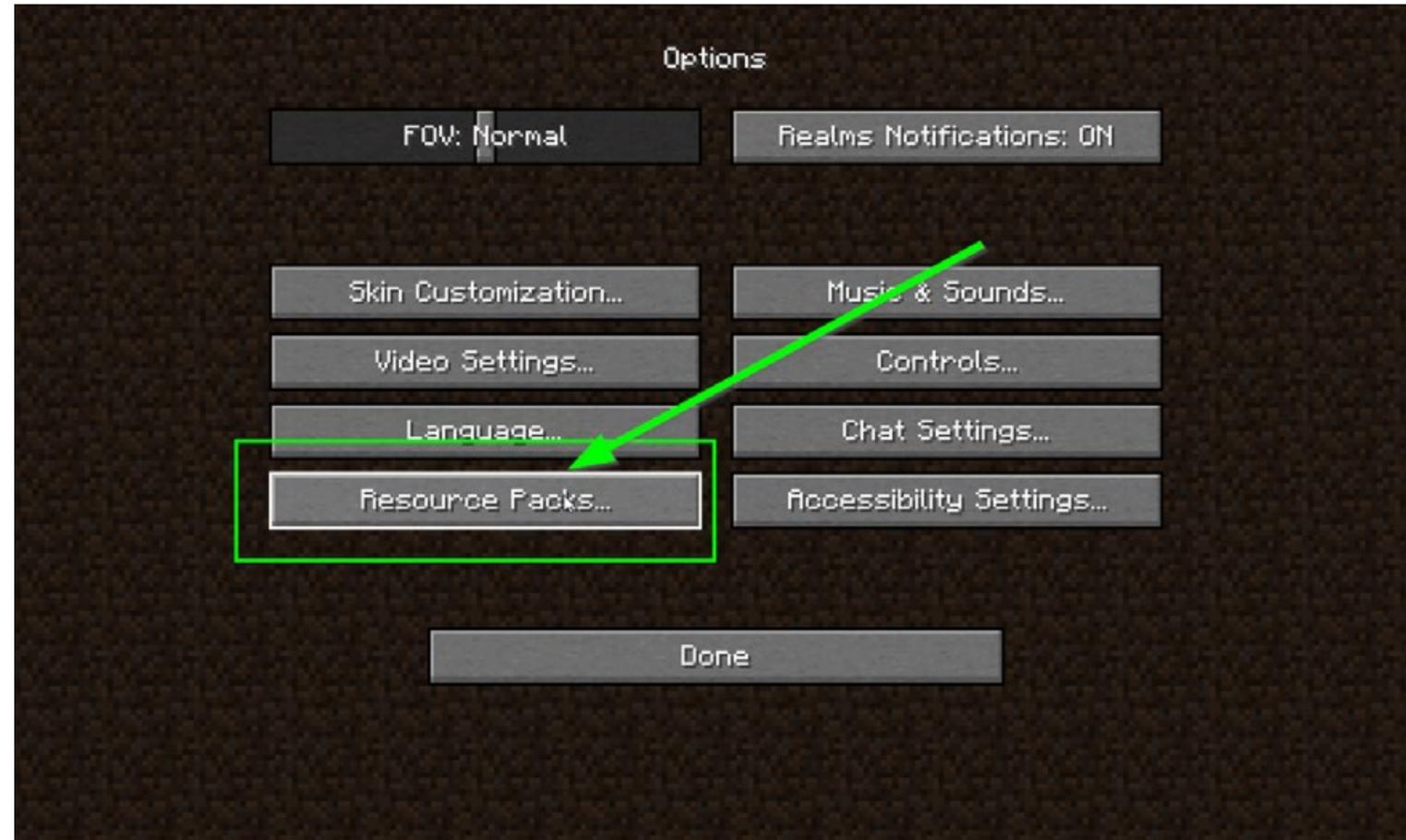
When asked about overwriting existing files, choose "Yes to all"



Note: this will overwrite your personal Optifine and shader settings to ensure that Brixe1 will run properly.

LOADING BRIXEL v3.1 BSL resource pack





Select the Brixe1 3.0 pack with your chosen resolution:



In this example 1024x resolution was selected



Brixel v 3.1 will load



**Now you can enjoy Brixel v 3.1
Thanks for watching !**



If you have more questions about installation please contact our support via our Discord server.

For all steps, links and video timestamps please click **SHOW MORE** in the description below.