



r i x e l

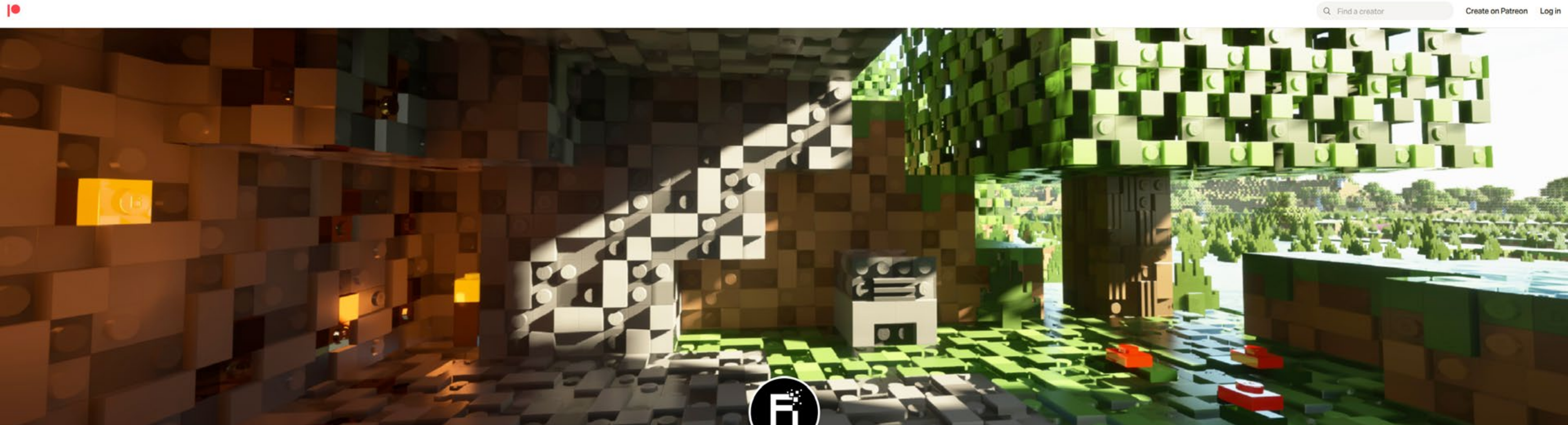
v 3.3

Installation guide - BSL v10 SHADER

Minecraft 1.21.4 or newer Java Edition for Windows

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





Wabbabrick
is creating Minecraft Resource Pack

Start from visiting our Patreon Page to become a Patron or buy the pack in the shop tab and gain access to Brixel Resource Pack for Minecraft Java Edition

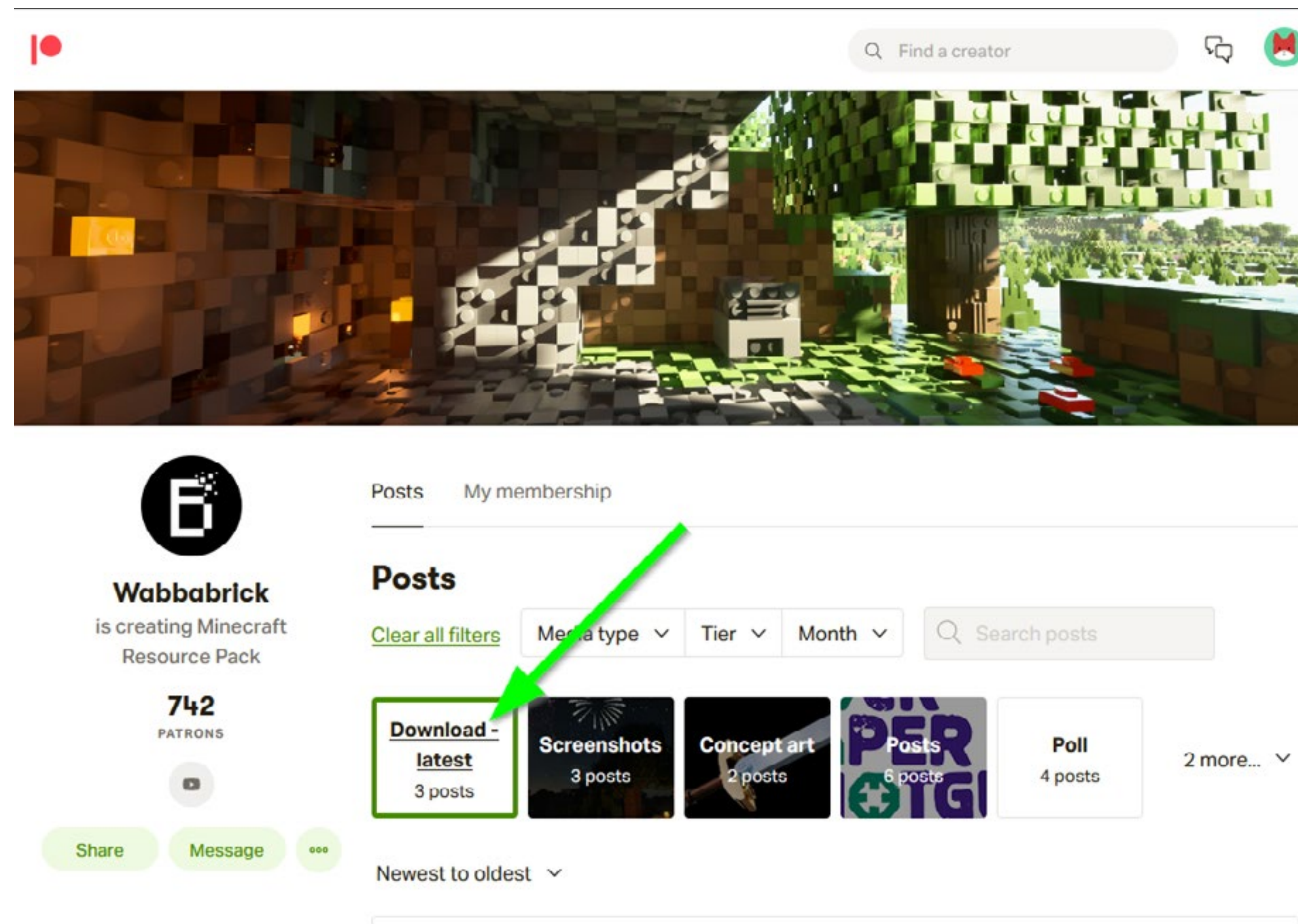
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<https://www.patreon.com/wabbabrick>

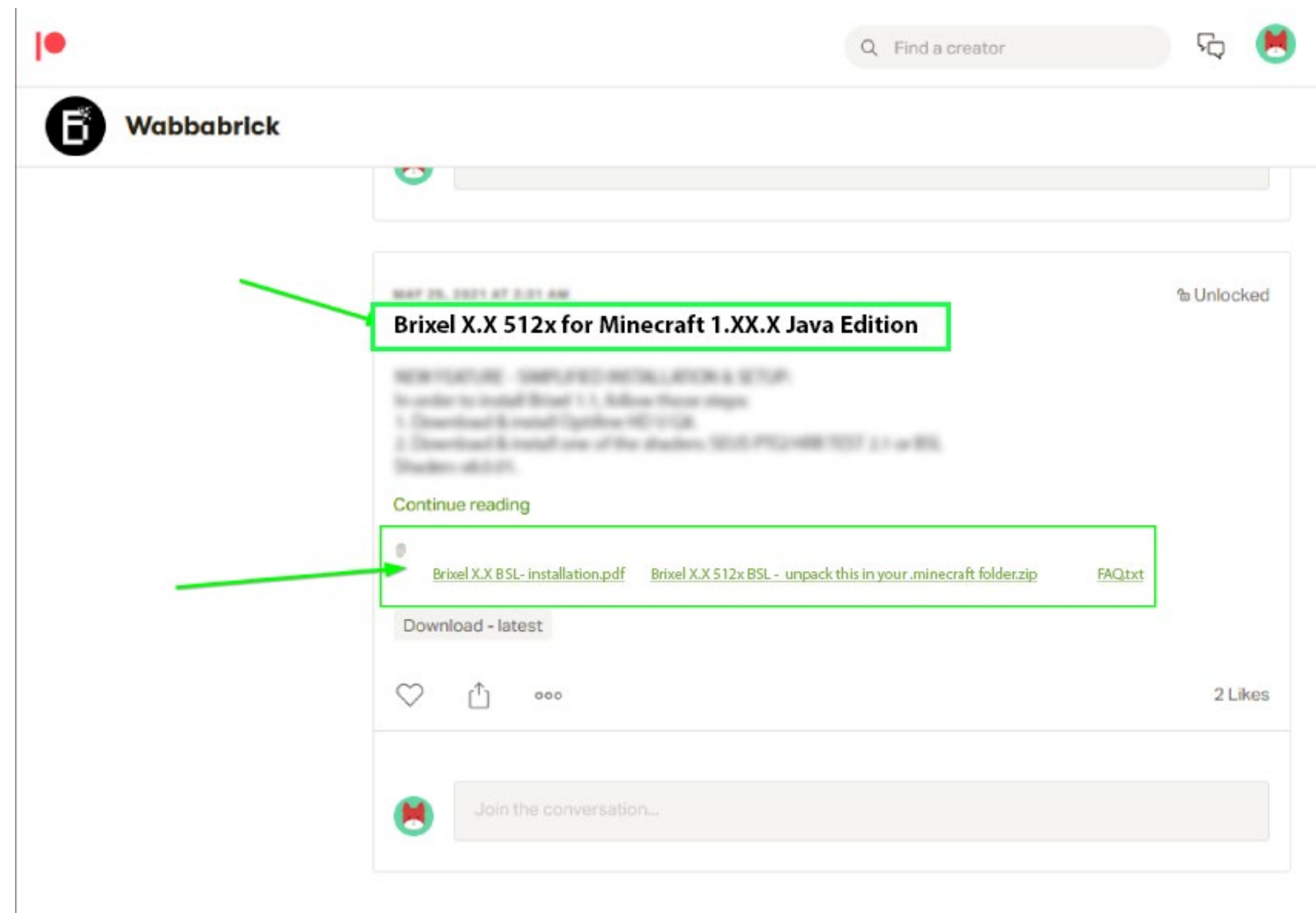
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go to “Download -latest” posts category**



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Download all the files from the latest post with chosen resolution



Please note that the amount of resolution options depend on your Patreon membership level

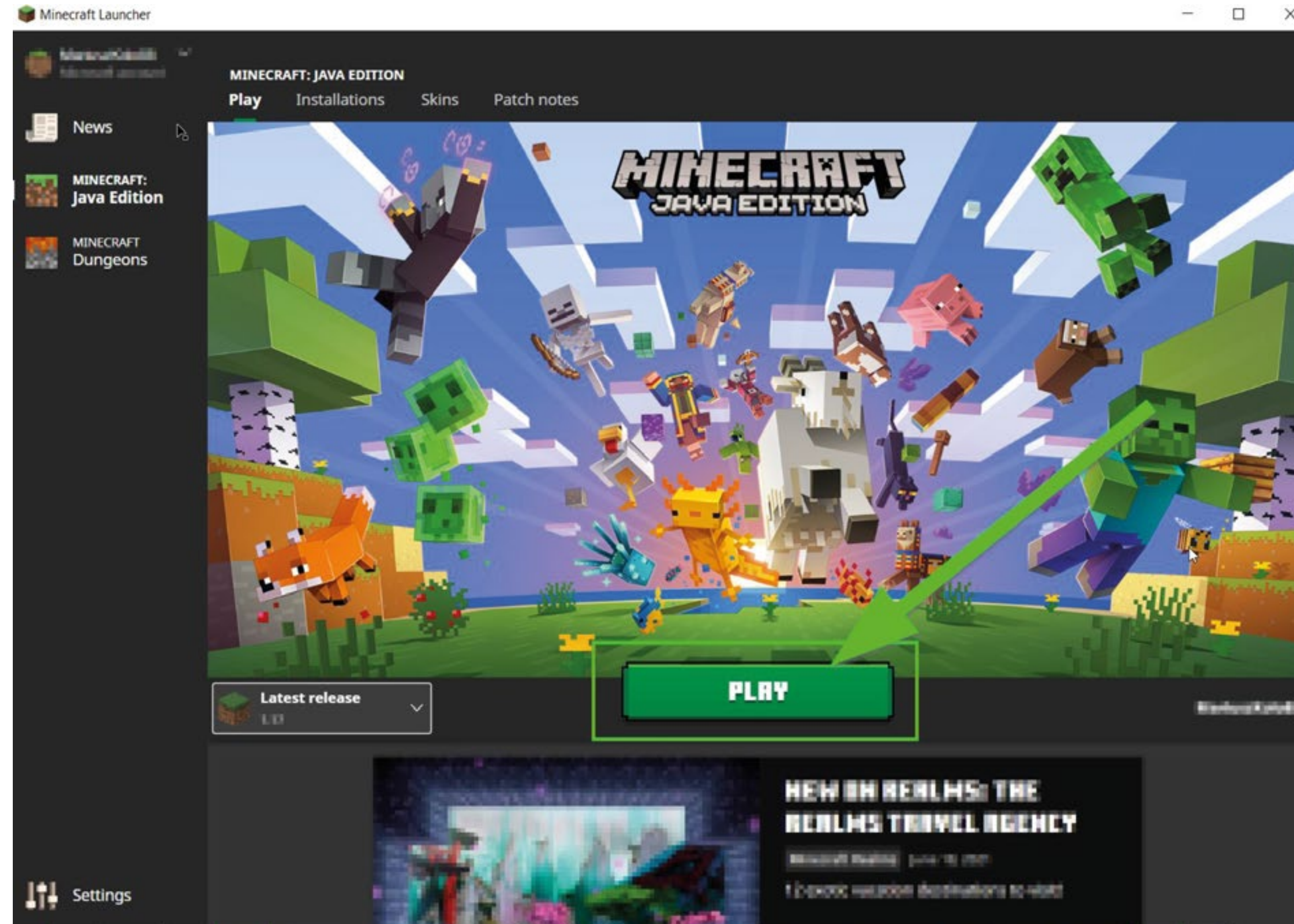
For all steps, links and video timestamps please click **SHOW MORE** in the description below.

Next Step:

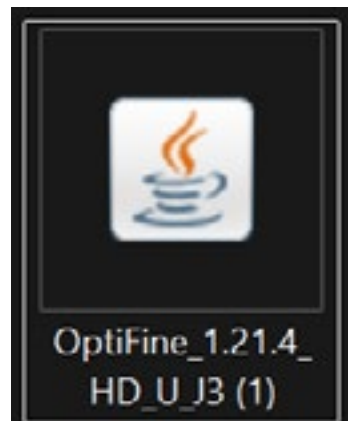
**Download and install
Minecraft Java Edition for Windows
from official website**

<https://www.minecraft.net>

Run the game at least once and close it.



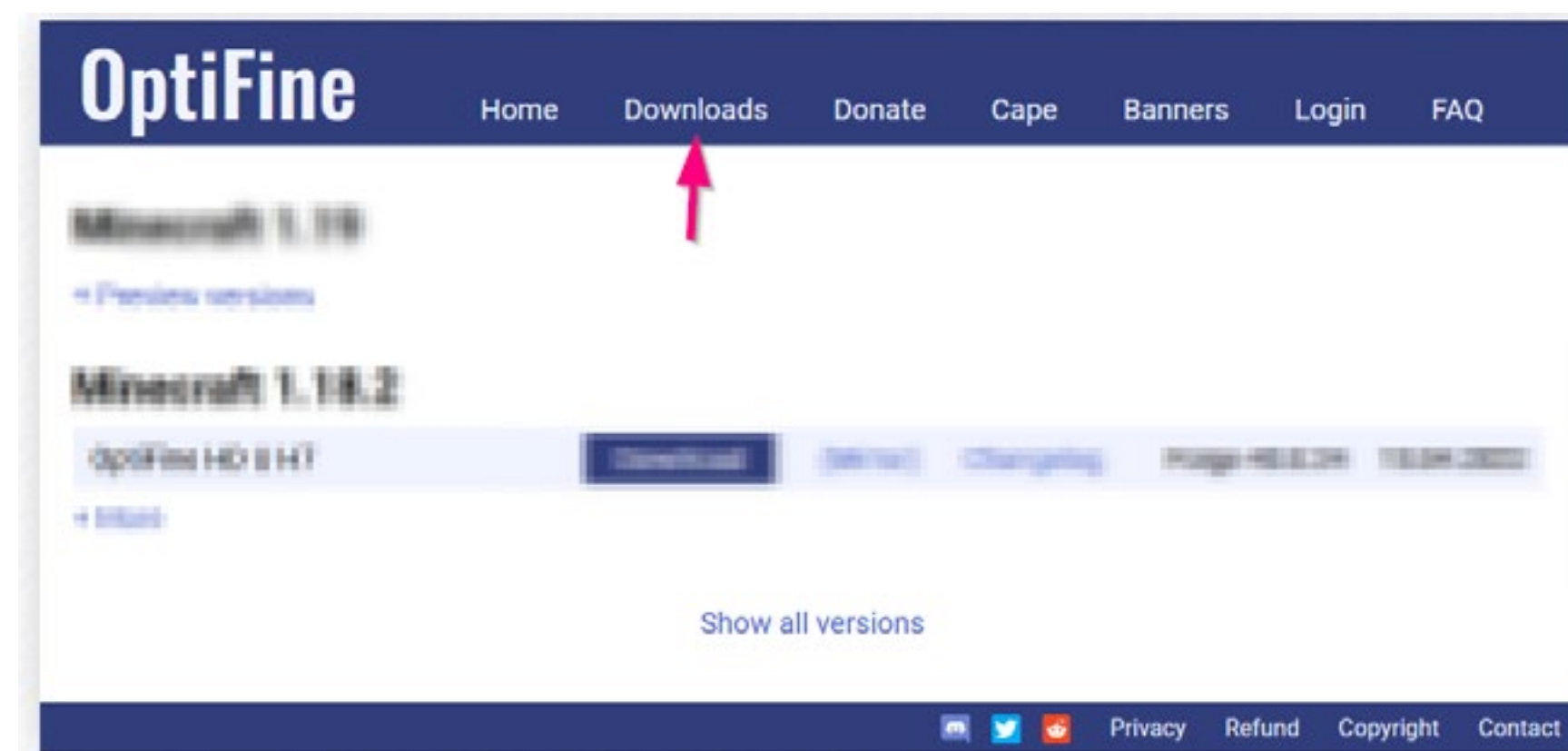
For all steps, links and video timestamps please click **SHOW MORE** in the description below.



Next Step:

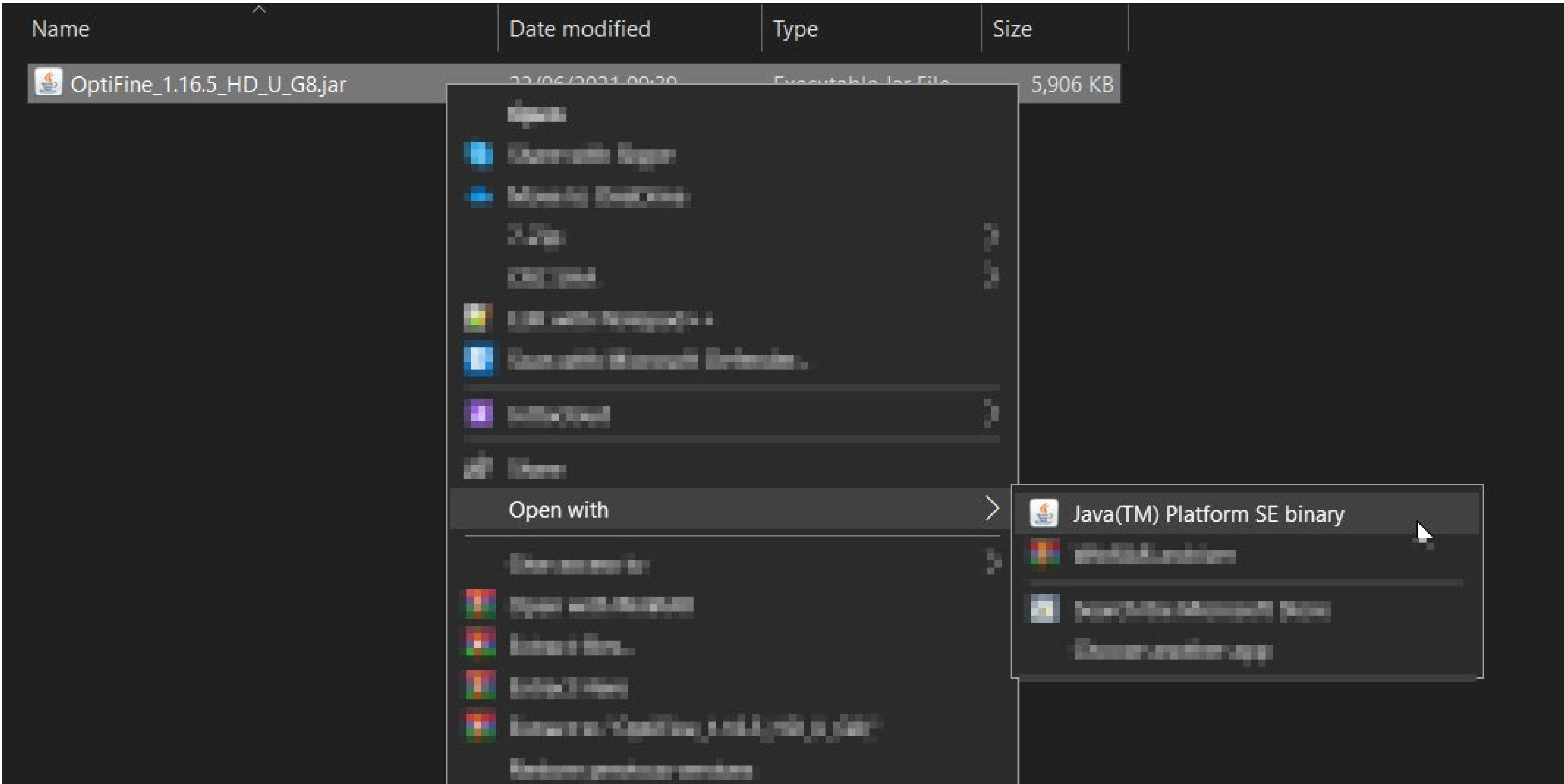
Download and install
Optifine for Minecraft 1.21.4 U3 or newer
in order to be compatible with new Minecraft Launcher

<https://optifine.net/downloads>





Open downloaded
OptiFine_1.21.4_HD_U_J3.jar file (or newer)
with Java(TM) Platform SE binary

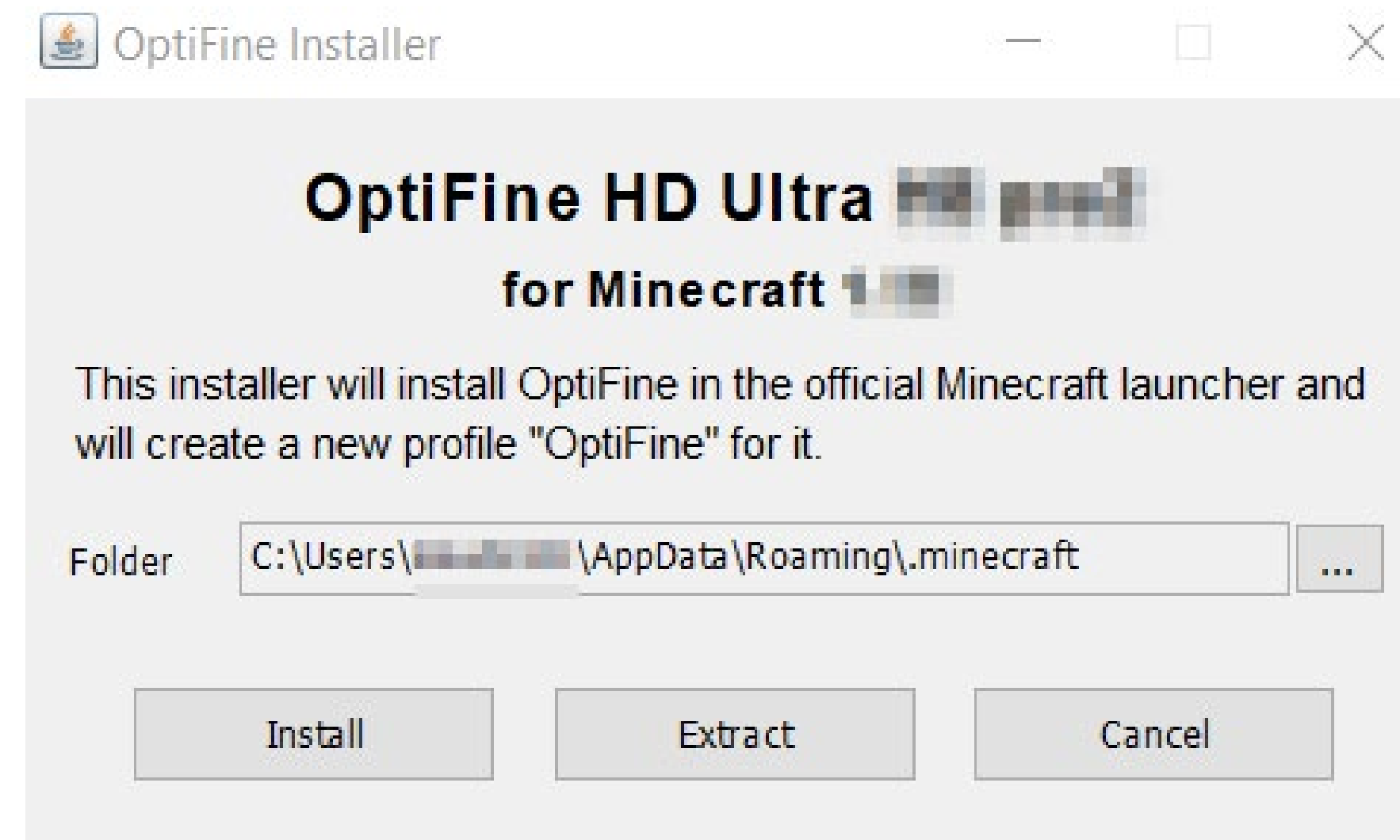


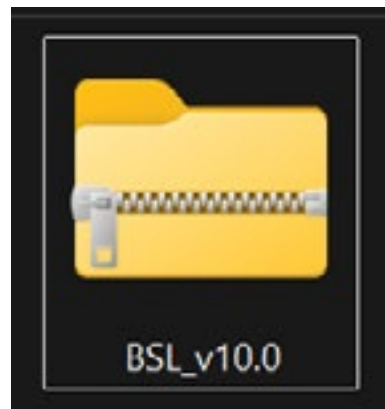
If you don't have it please go to www.java.com and download 64-bit Java for Windows



**Install Optifine 1.21.4 U3 or newer
to the default location:**

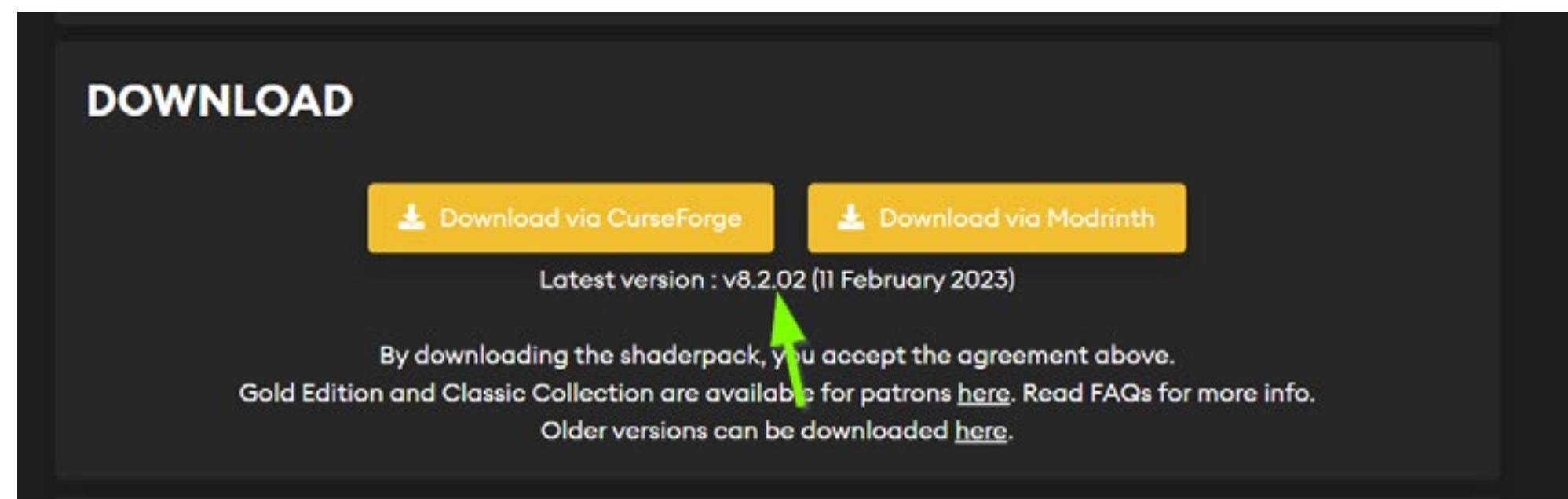
C:\Users\your_username\AppData\Roaming\.minecraft

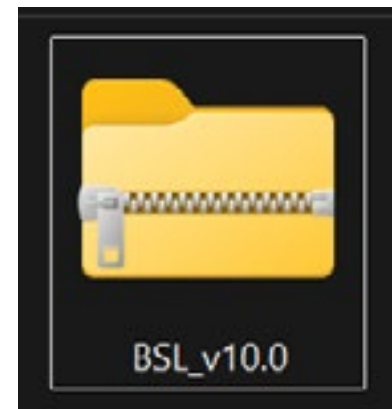




**In order to download and install free
BSL v10 SHADER or newer
please go to the official page of its creator**

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



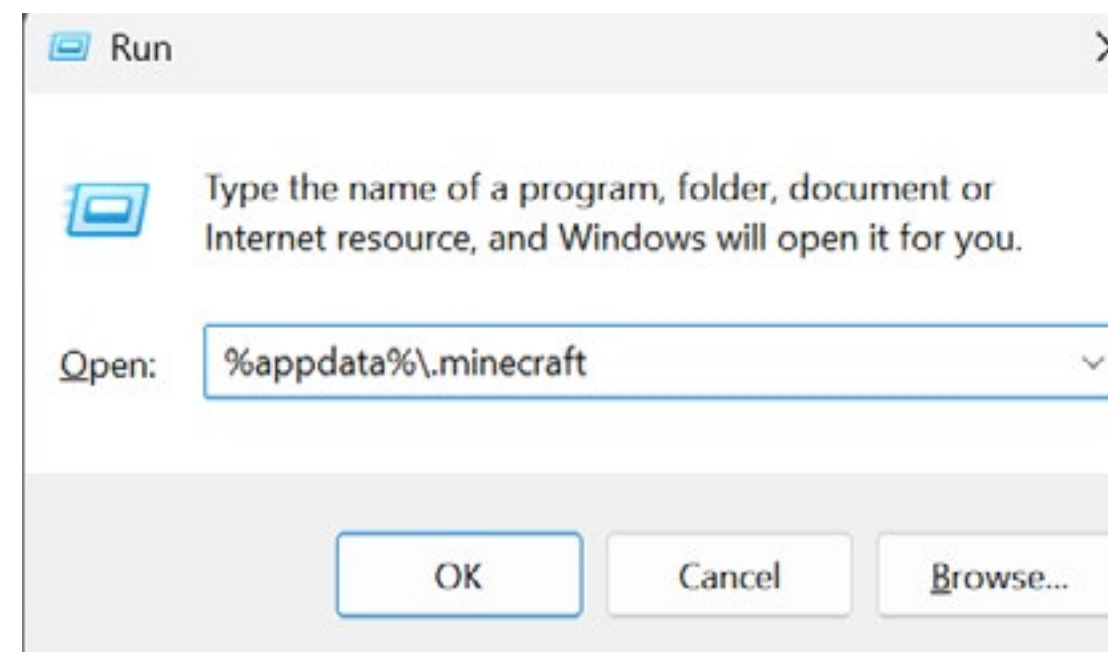


SHADER INSTALLATION

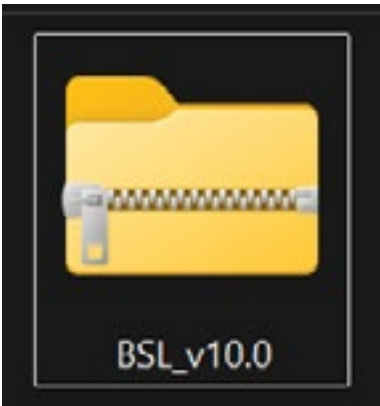
Now the shader needs to be place in game file location

Option #1

The easiest way is to press Windows Key + R

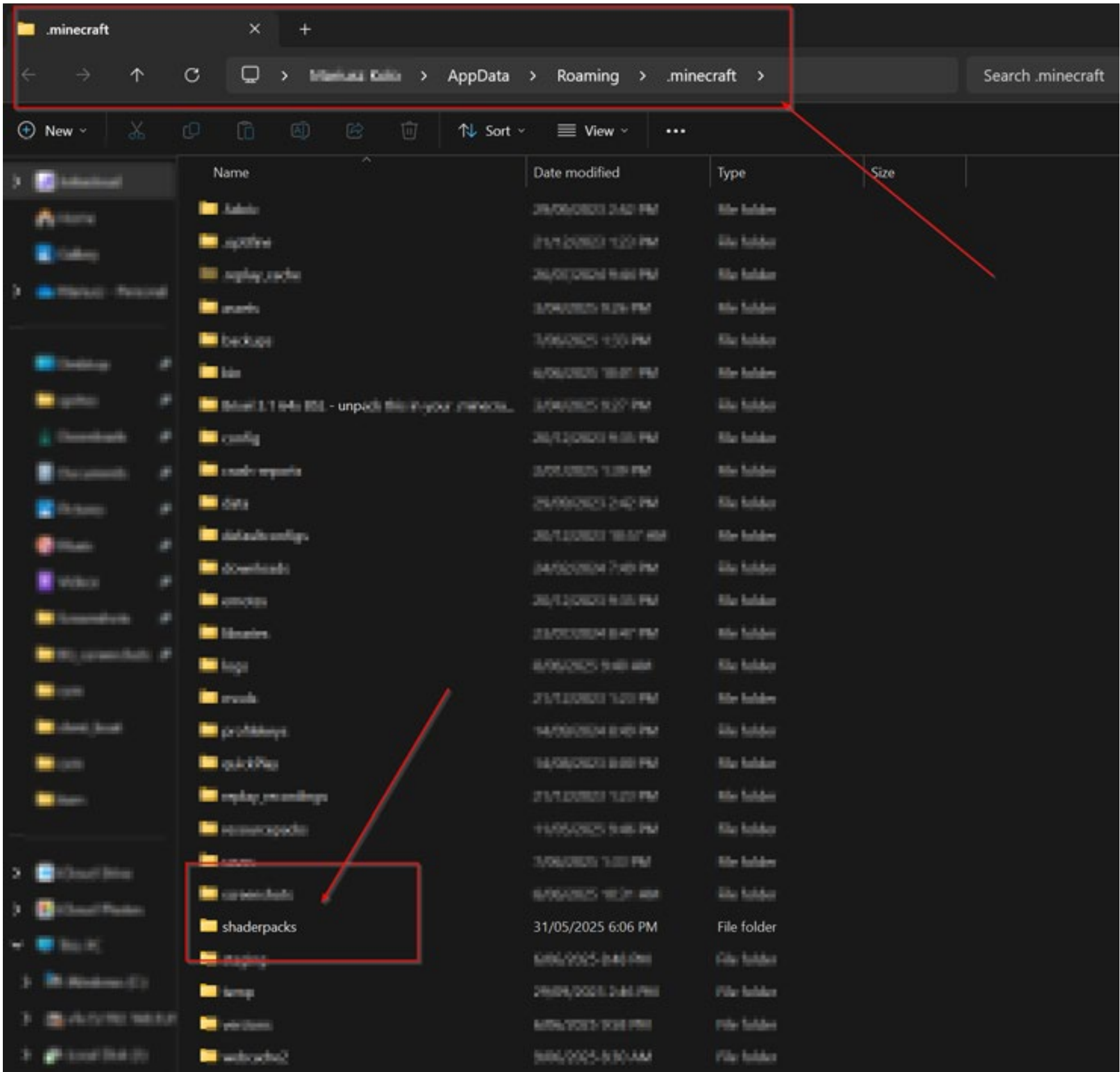


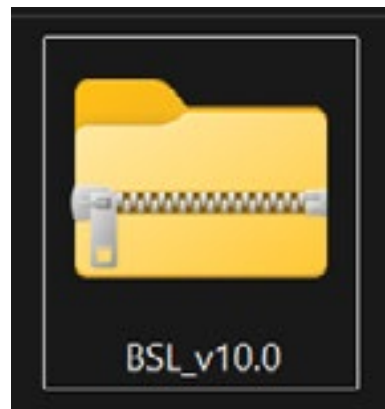
place %appdata%\.minecrafta and press ok



Now open the “shaderpacks” inside of “.minecraft” folder

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

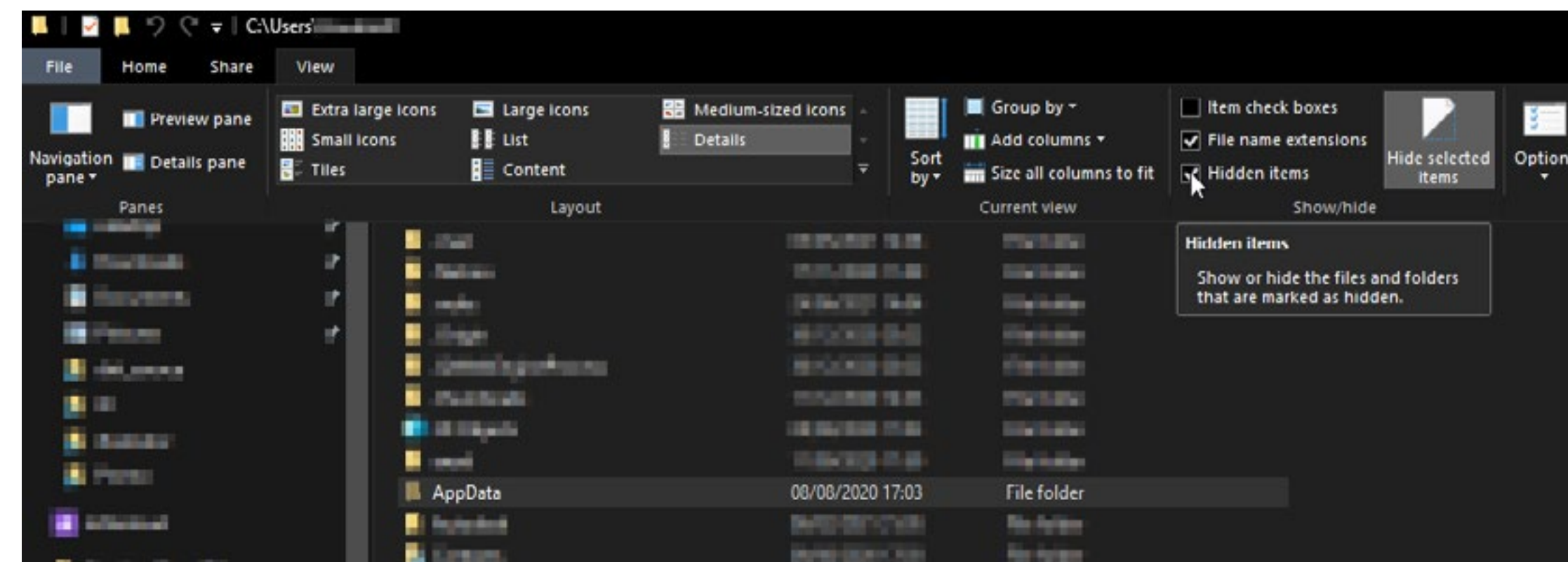




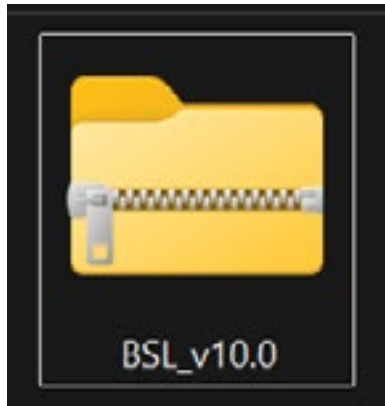
Option #2

navigate manually to the folder
C:\Users\<your_username>\AppData\Roaming\.minecraft\shaderpacks

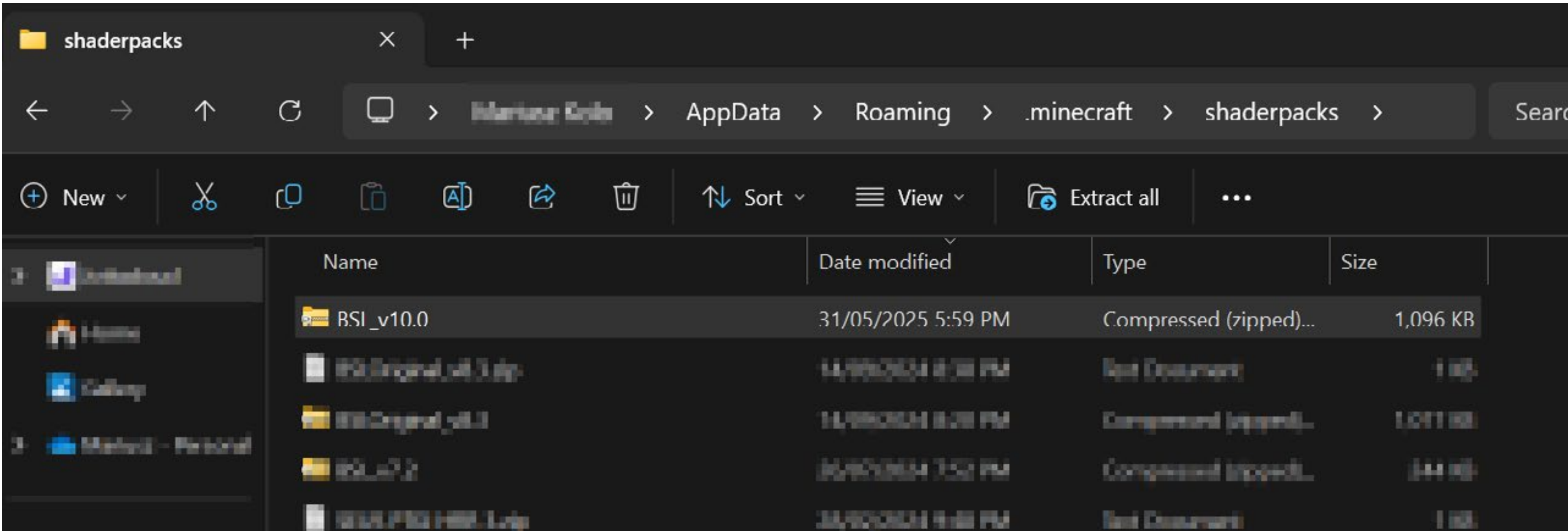
(folder AppData might be hidden so you need to set windows explorer to show hidden items)

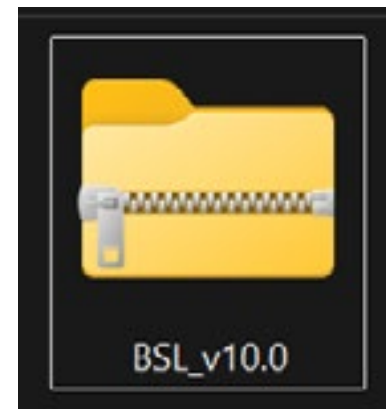


If “shaderpacks” folder don’t exist yet please create a folder named “shaderpacks” inside of “.minecraft” folder

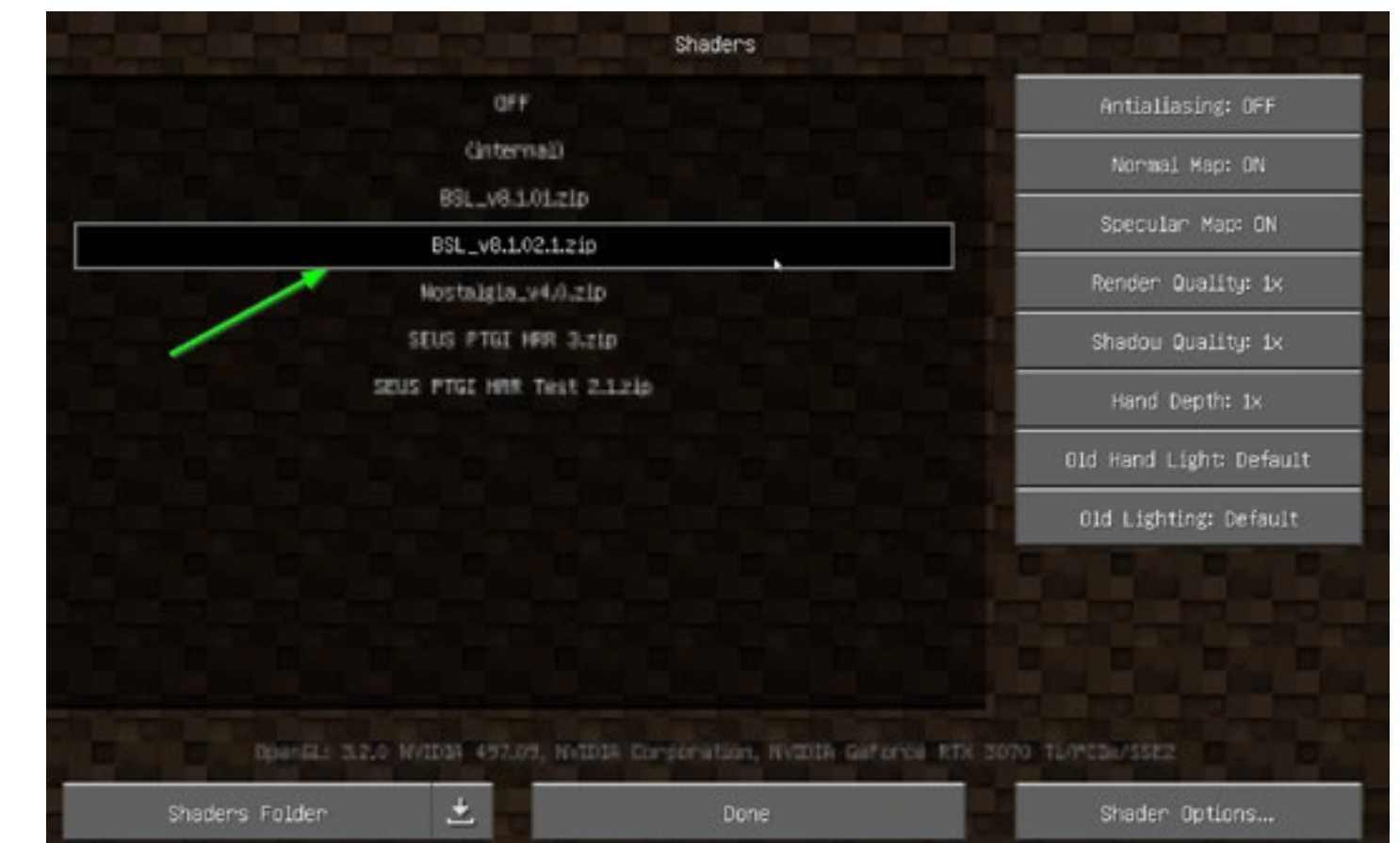


Place the BSL shader zip in to
.minecraft\shaderpacks





Select BSL_v10 shader in Minecraft game



Congratulations! You successfully installed and activated the BSL shader. You can run the game to check if it works, and we can finally install Brixel.

BRIXEL INSTALLATION



Choose one of those files:

“Brixel 3.3 512x BSL - unpack this in your .minecraft folder.zip” - for 512x512px texture pack

or

“Brixel 3.3 256x BSL - unpack this in your .minecraft folder.zip” - for 256x256px texture pack

or

“Brixel 3.3 128x BSL - unpack this in your .minecraft folder.zip” - for 128x128px texture pack

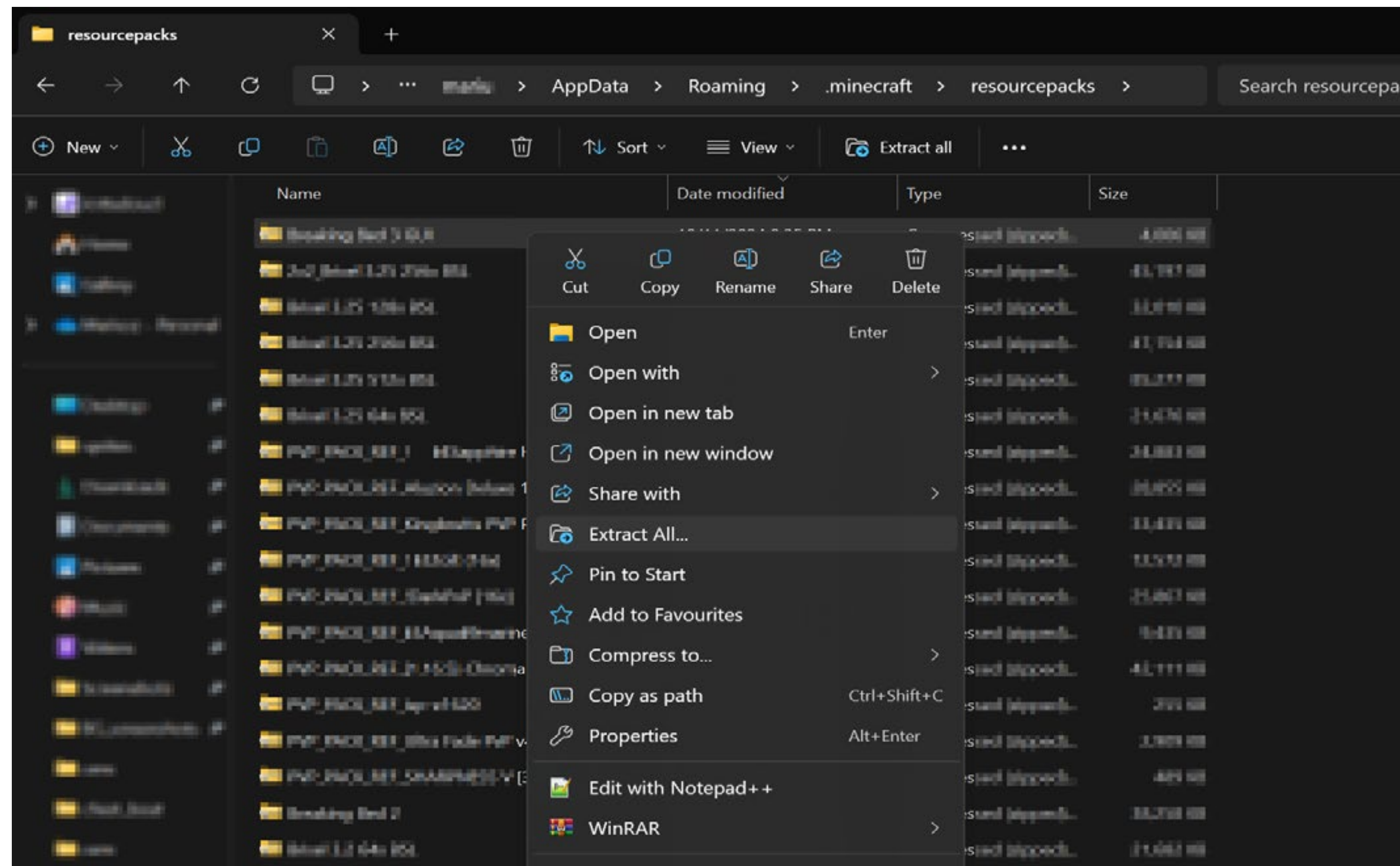
or

“Brixel 3.3 64x BSL - unpack this in your .minecraft folder.zip” - for 64x64px texture pack

Put it into your .minecraft folder :

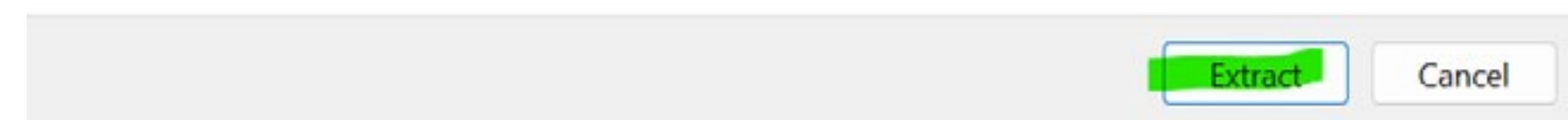
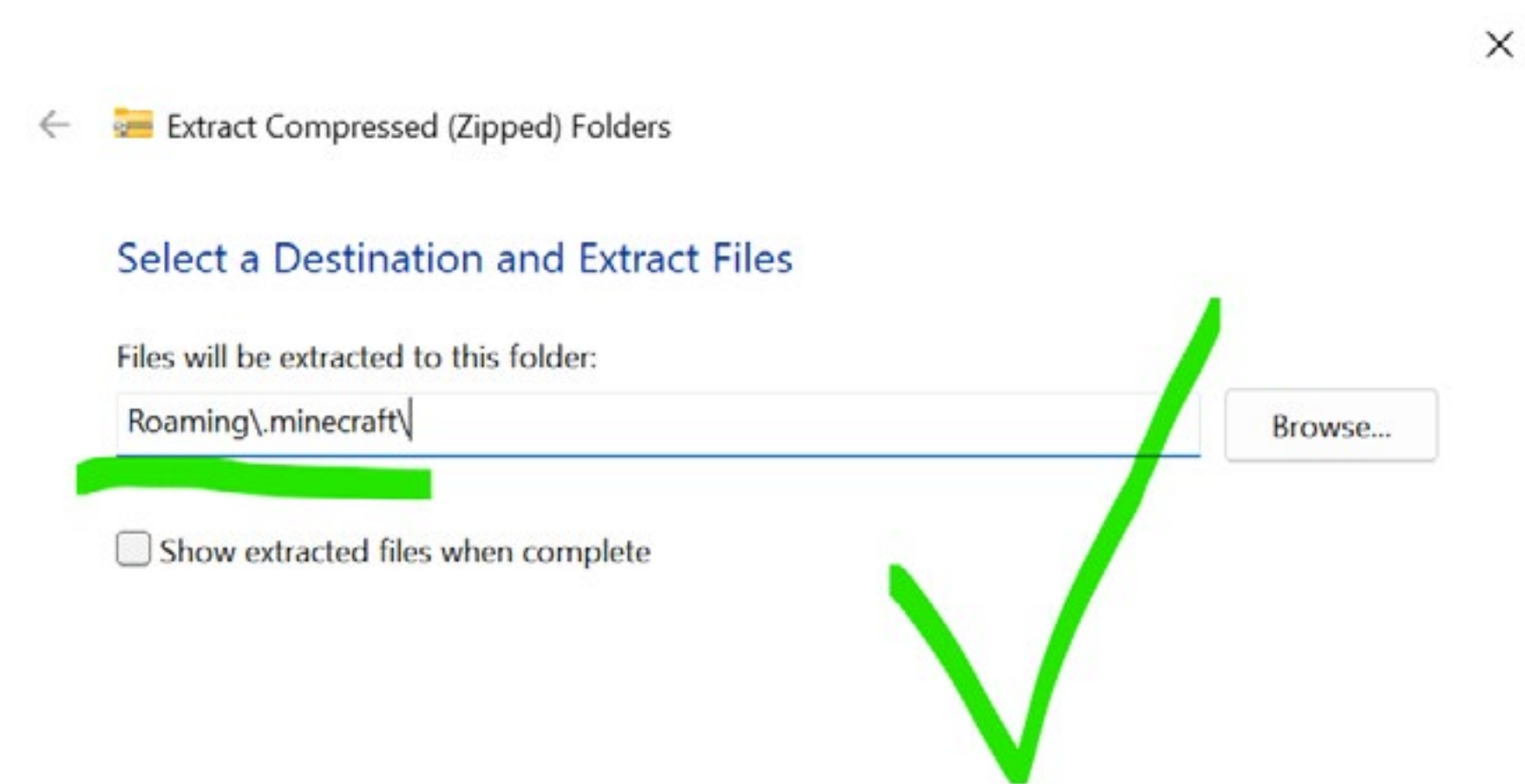
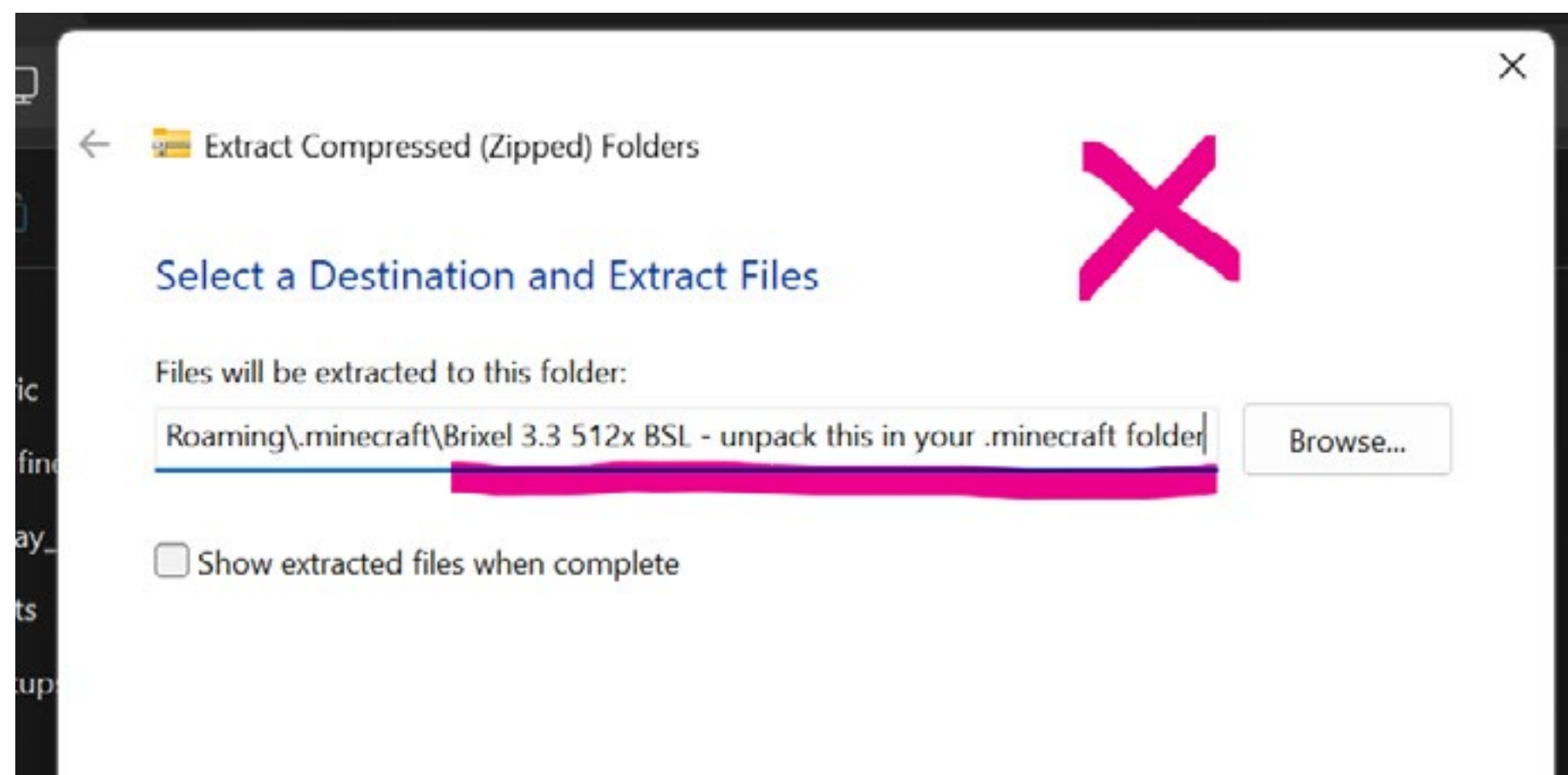
C:\Users\<your_username>\AppData\Roaming\.minecraft

Then, right-click the file and choose “extract all” the .zip file to install Brixel v3.3

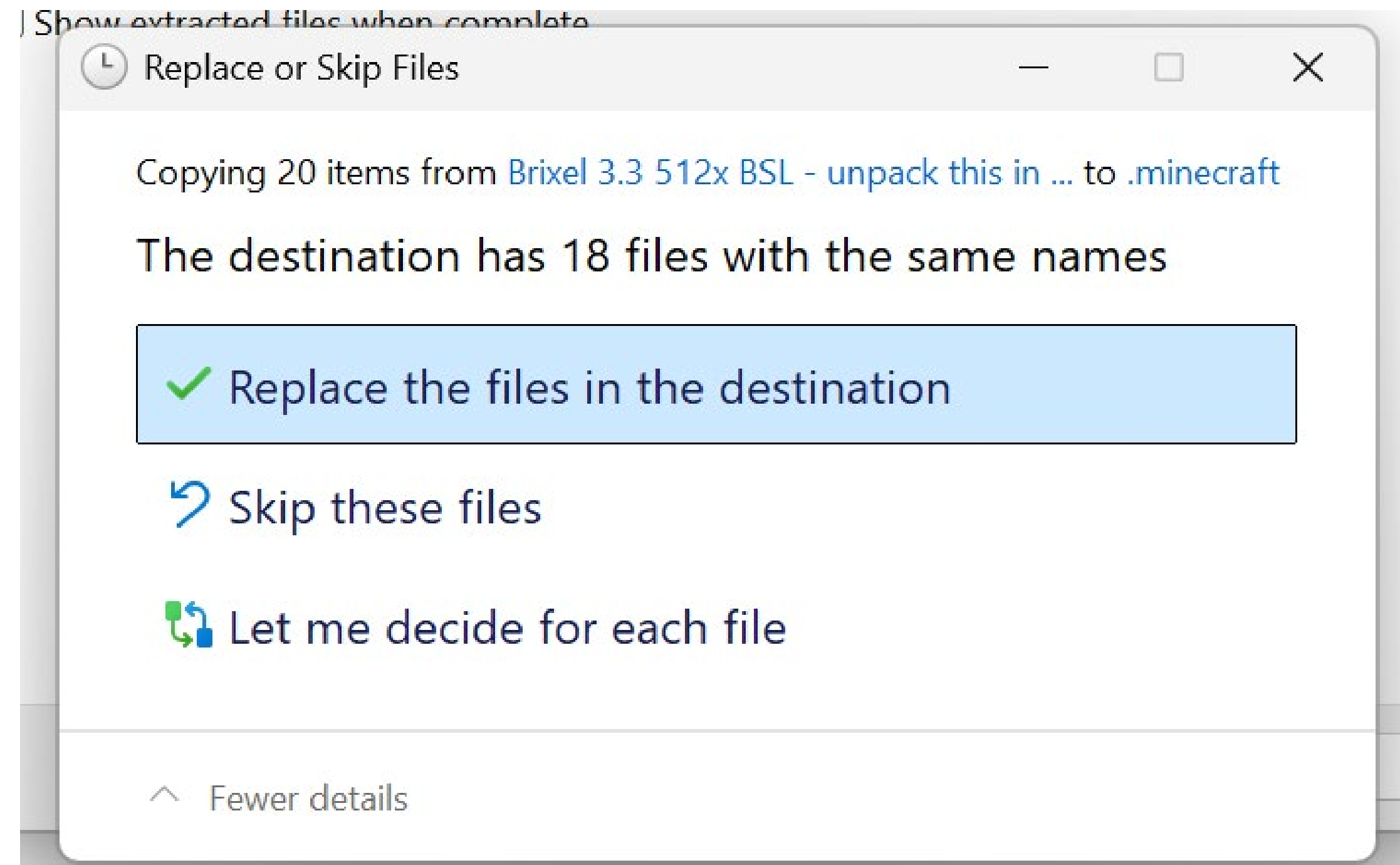


Most common mistake

Files need to be unpacked to "...\.minecraft". Do not place them in to any subfolder.



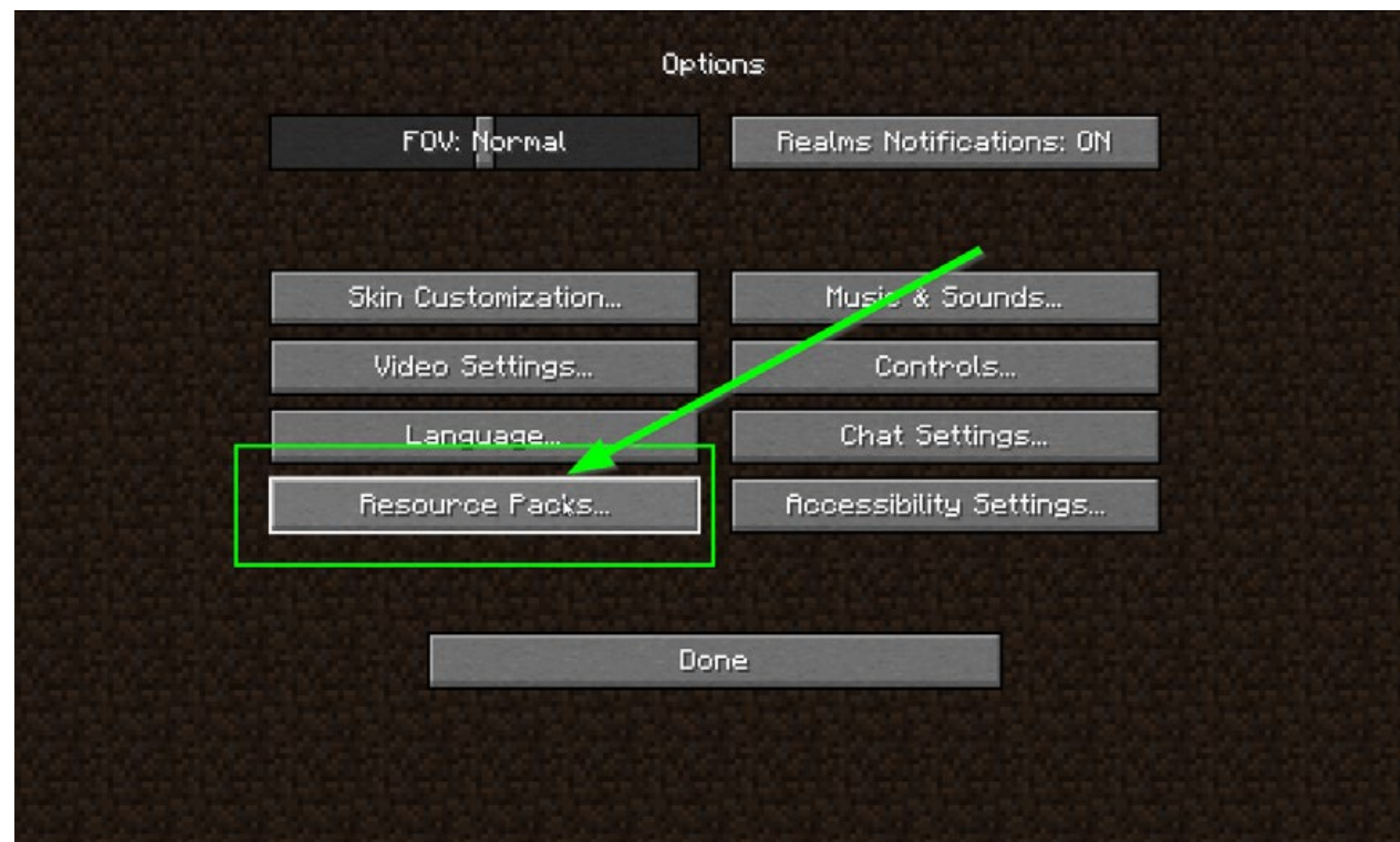
When asked about overwriting existing files, choose “replace ...”



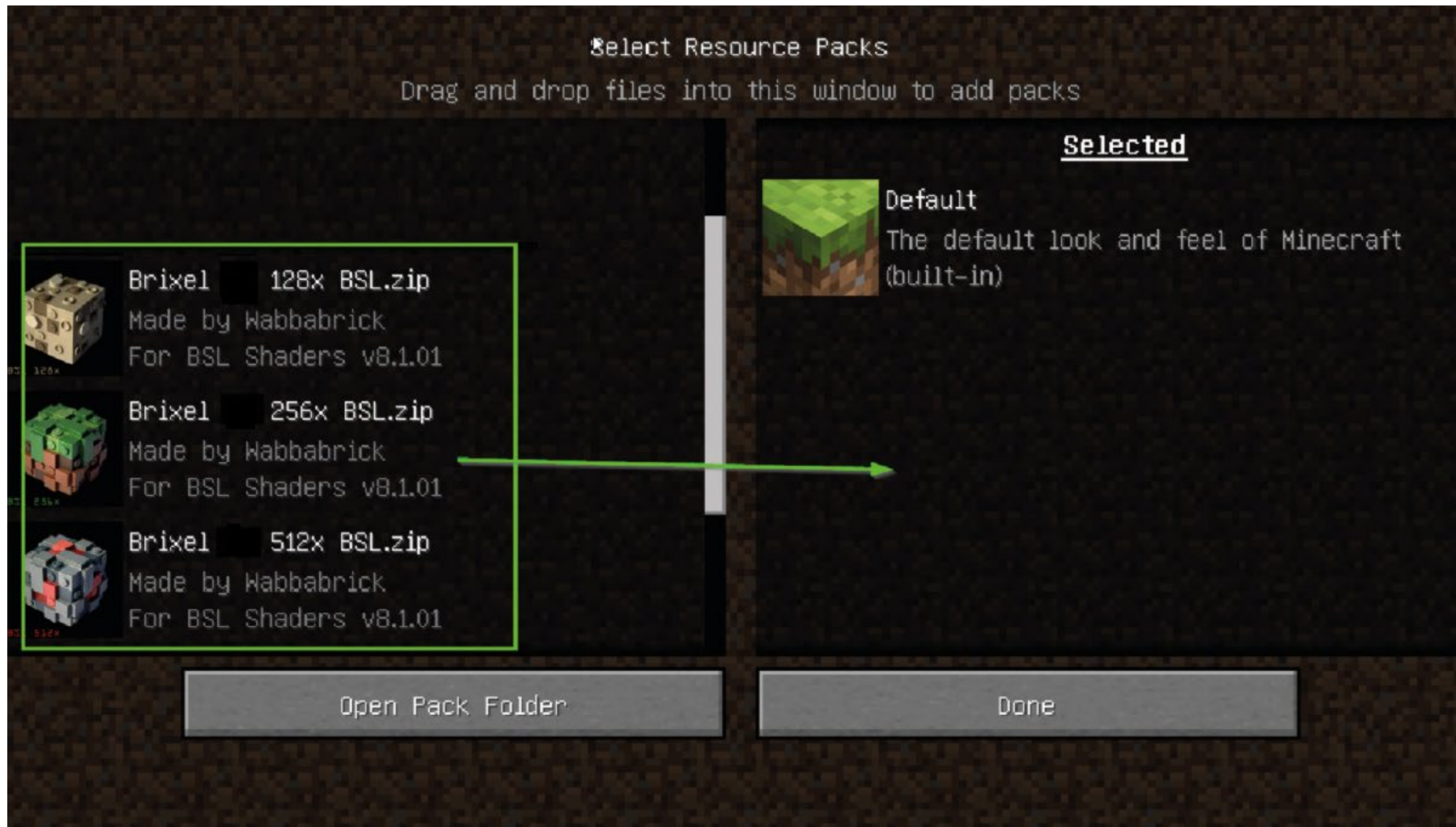
Note: this will overwrite your personal Optifine and shader settings to ensure that Brixel will run properly.

LOADING BRIXEL v3.3 BSL resource pack

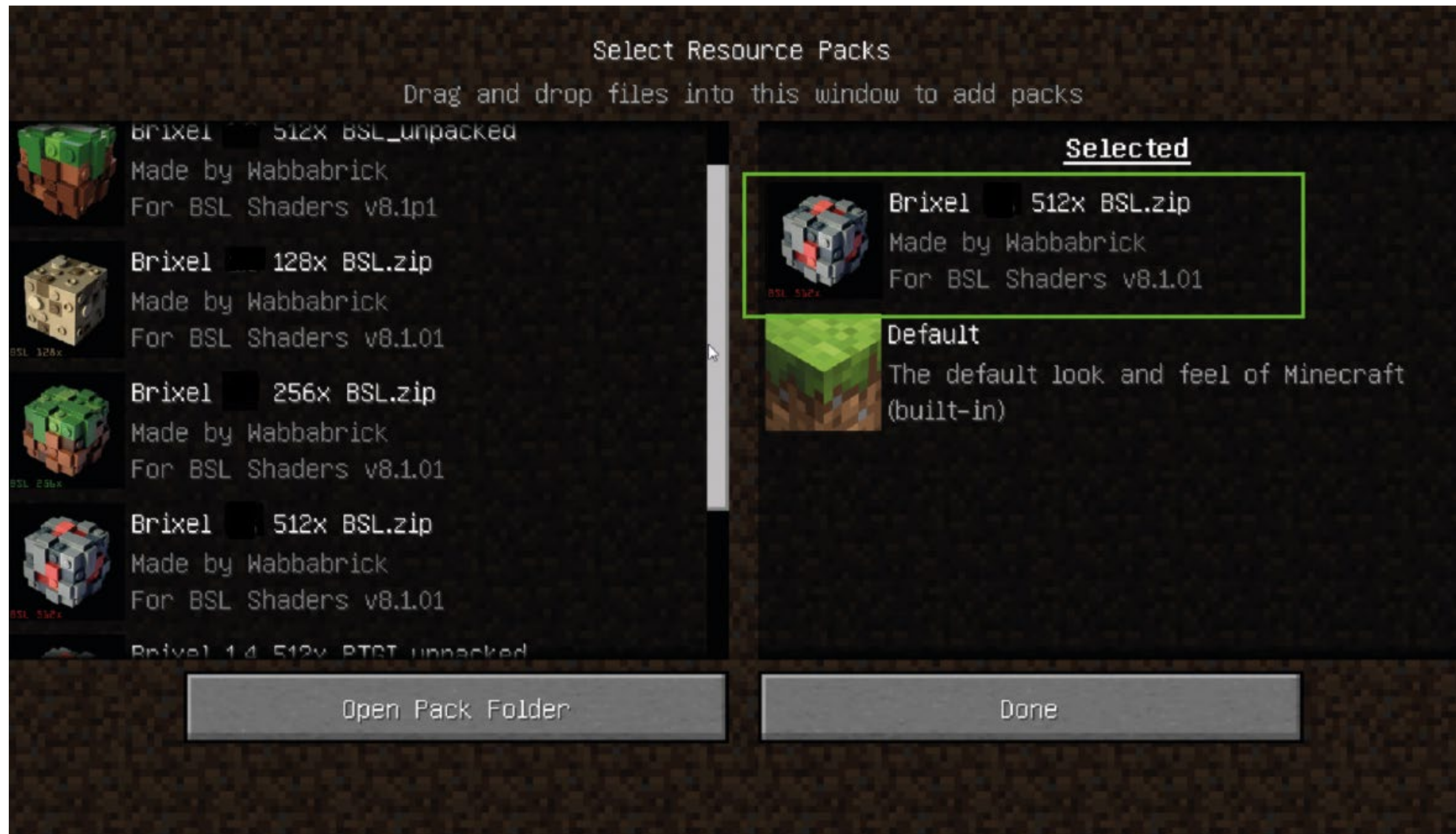




Select the Brixel 3.3 pack with your chosen resolution:



In this example 512x resolution was selected



BrixeL v 3.3 will load



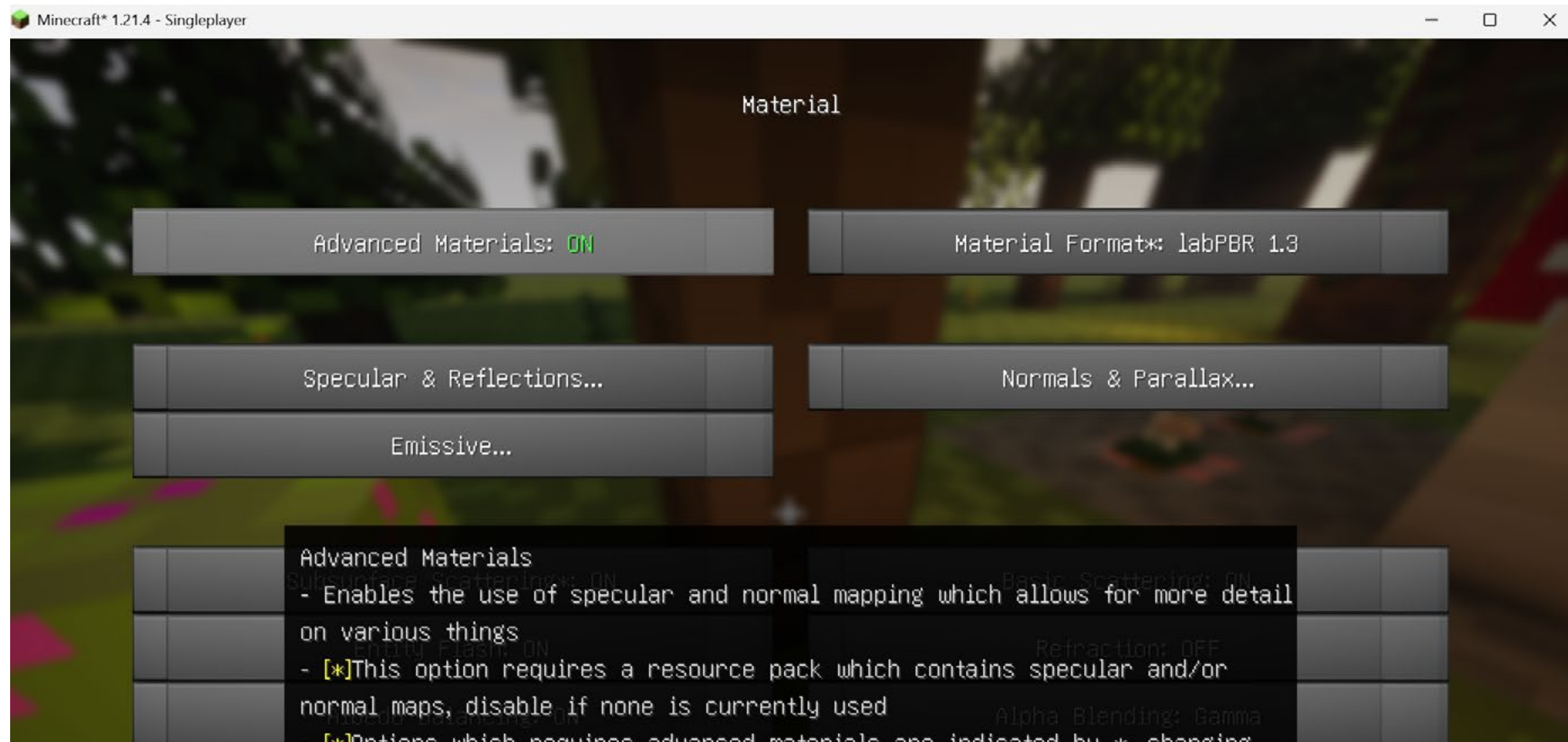


Common issue

**If your 3d blocks
looks flat like on image
on the left**

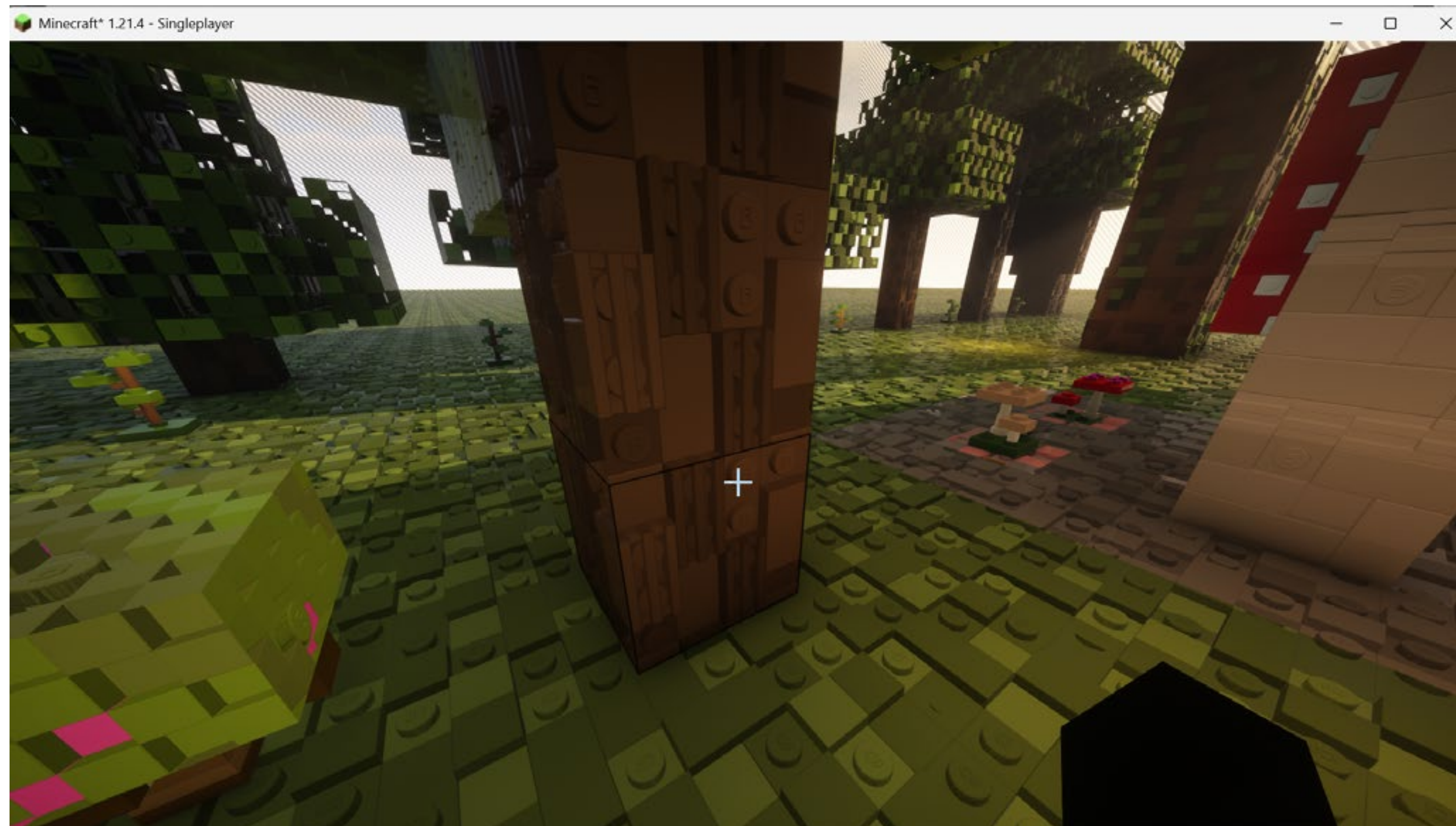


Make sure that “parallax occlusion mapping”
 [Video Settings -> Shaders -> Shader Options -> Material -> Parallax]
 and “advanced textures” [Video Settings -> Shaders -> Shader Options -> Material] are enabled.



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

**Now you can enjoy Brixel v 3.3
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.