



v 3.2

Installation guide - BSL v8.2 SHADER

Minecraft 1.21 Java Edition for Windows

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Made by Team Wabbabrick



Wabbabrick

is creating Minecraft Resource Pack

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

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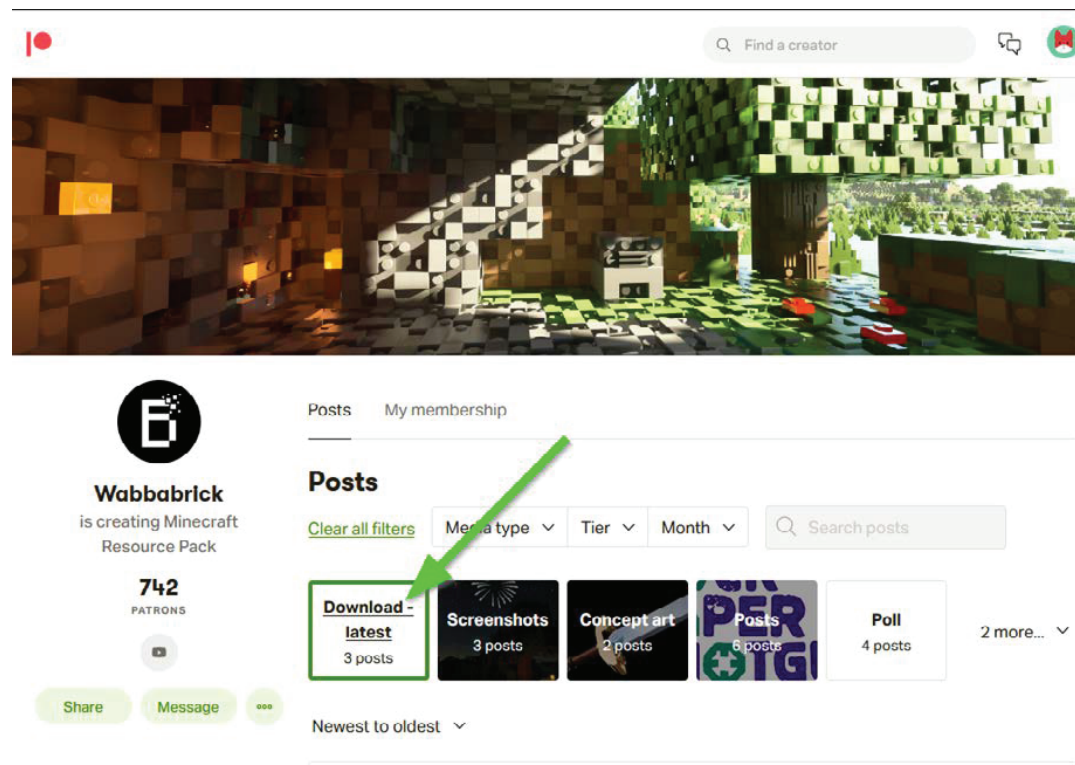
Wabbabrick

is creating Minecraft Resource Pack

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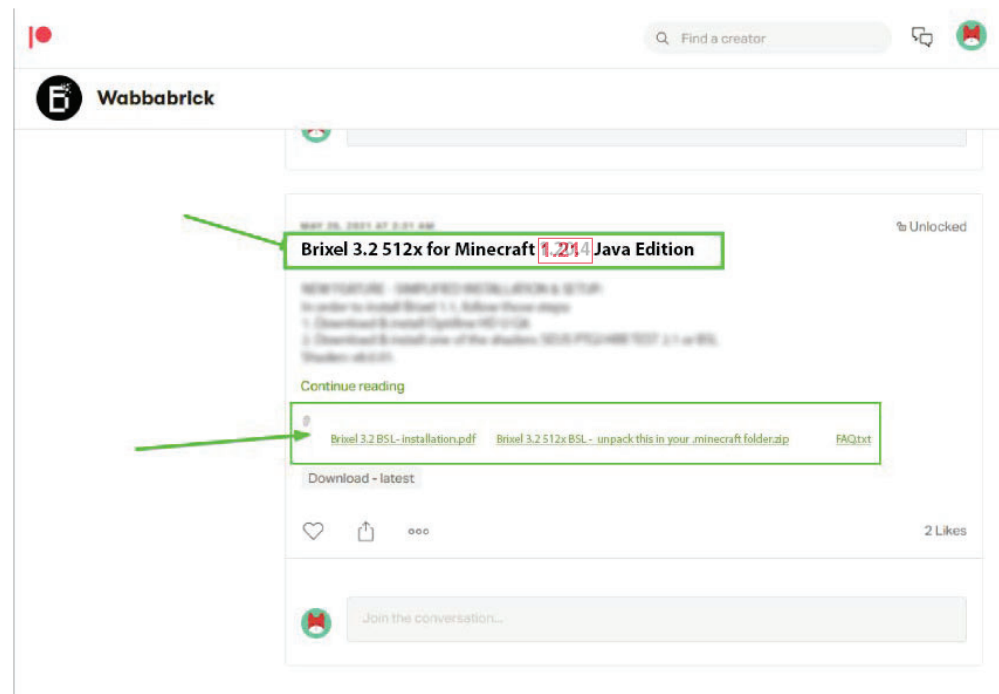
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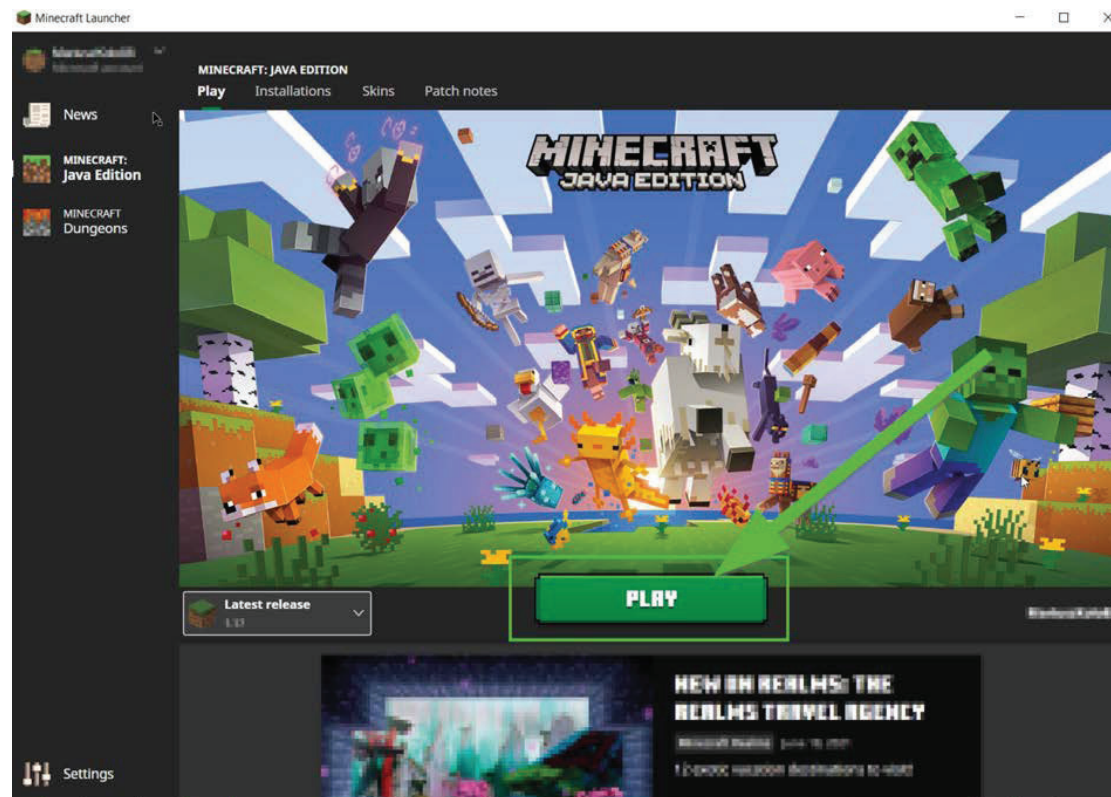
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Next Step:

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

<https://www.minecraft.net>

Run the game at least once and close it.

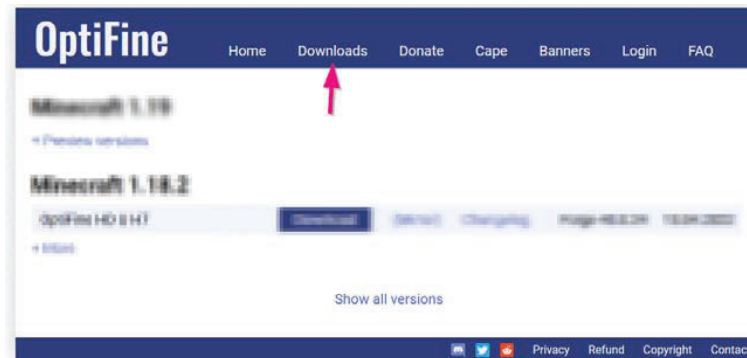


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Next Step:

**Download and install
Optifine for Minecraft 1.21 HD U J1
in order to be compatible with new Minecraft Launcher**

<https://optifine.net/downloads>



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

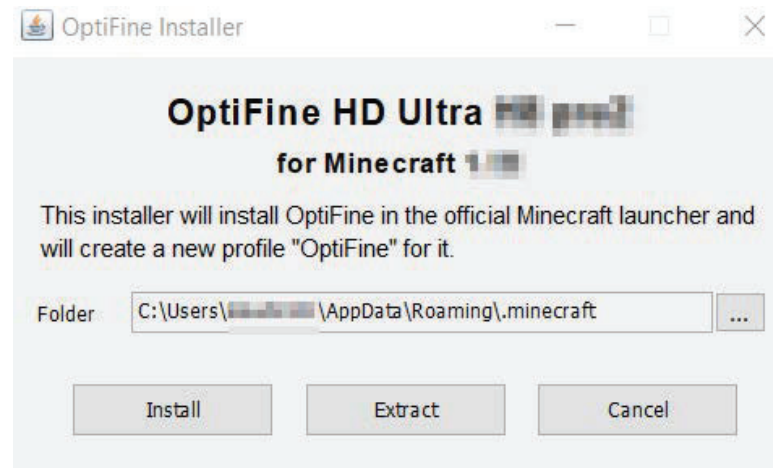
The screenshot shows a Windows File Explorer window with a dark theme. The file list contains one item: 'OptiFine_1.16.5_HD_U_G8.jar', which is a 5,906 KB executable jar file. The 'Open with' context menu is open, and 'Java(TM) Platform SE binary' is highlighted as the application to use for opening the file.

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

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Install Optifine 1.21 HD U J1 to the default location:

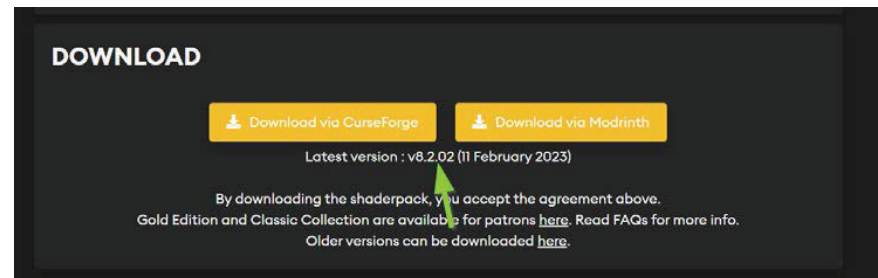
C:\Users\your_username\AppData\Roaming\.minecraft



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**In order to download and install free
BSL v8.2.09 SHADER
please go to the official page of its creator**

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



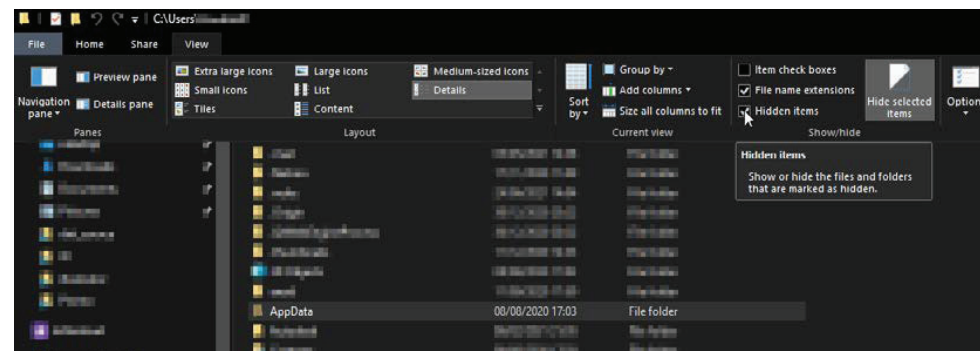
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SHADER INSTALLATION

**Copy and place file BSL_v8.2.09.zip
into this folder**

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

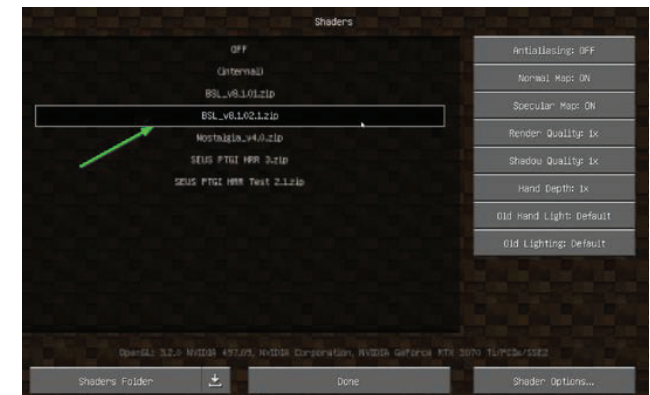
(folder AppData might be hidden so you need to set windows explorer to show hidden items)



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

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Select BSL_v8.2.09 shader in Minecraft



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BRIXEL INSTALLATION

Choose one of those files:

"Bri x e l 3.2 512x BSL - unpack this in your .minecraft folder.zip" - for 512x512px texture pack

or

"Bri x e l 3.2 256x BSL - unpack this in your .minecraft folder.zip" - for 256x256px texture pack

or

"Bri x e l 3.2 128x BSL - unpack this in your .minecraft folder.zip" - for 128x128px texture pack

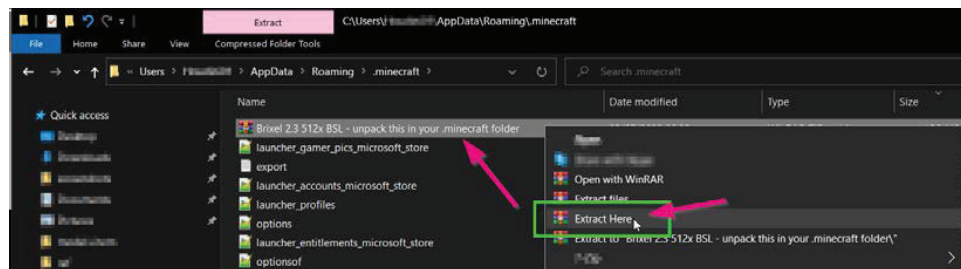
or

"Bri x e l 3.2 64x BSL - unpack this in your .minecraft folder.zip" - for 64x64px texture pack

Put it into your .minecraft folder :

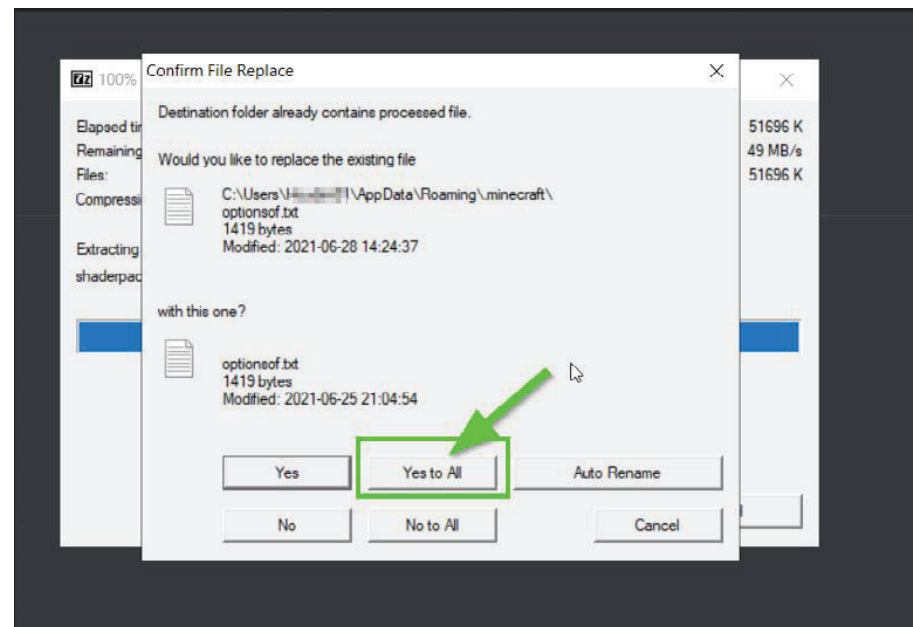
C:\Users\<your_username>\AppData\Roaming\.minecraft

Then, right-click the file and choose "extract here" the .zip file to install Bri x e l v3.2
Files need to be unpacked to "...\.minecraft". Do not place them in to any subfolder.



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When asked about overwriting existing files, choose “Yes to all”



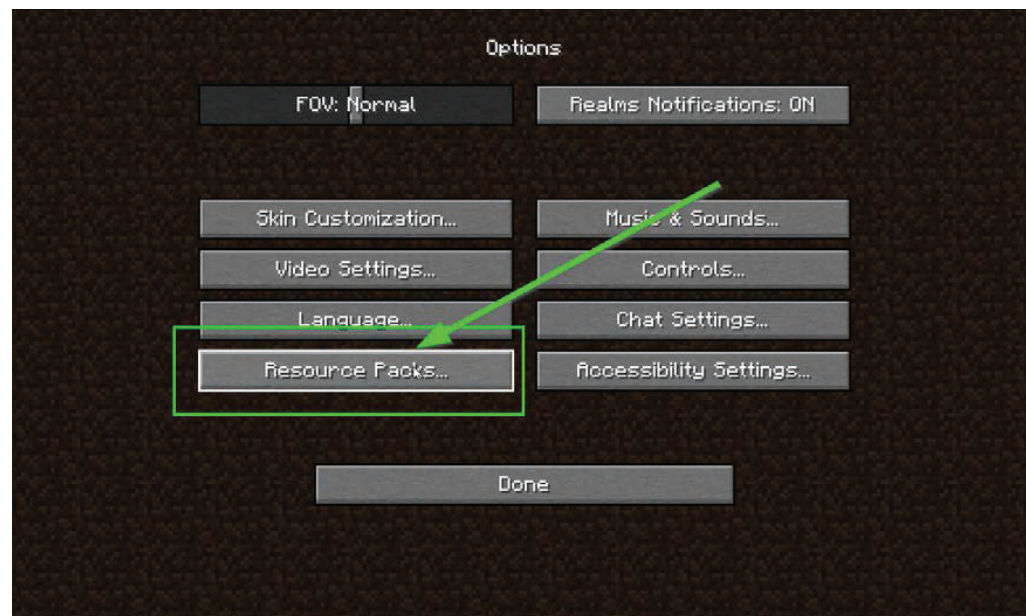
Note: this will overwrite your personal Optifine and shader settings to ensure that Brixel will run properly.

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LOADING BRIXEL v3.2 BSL resource pack

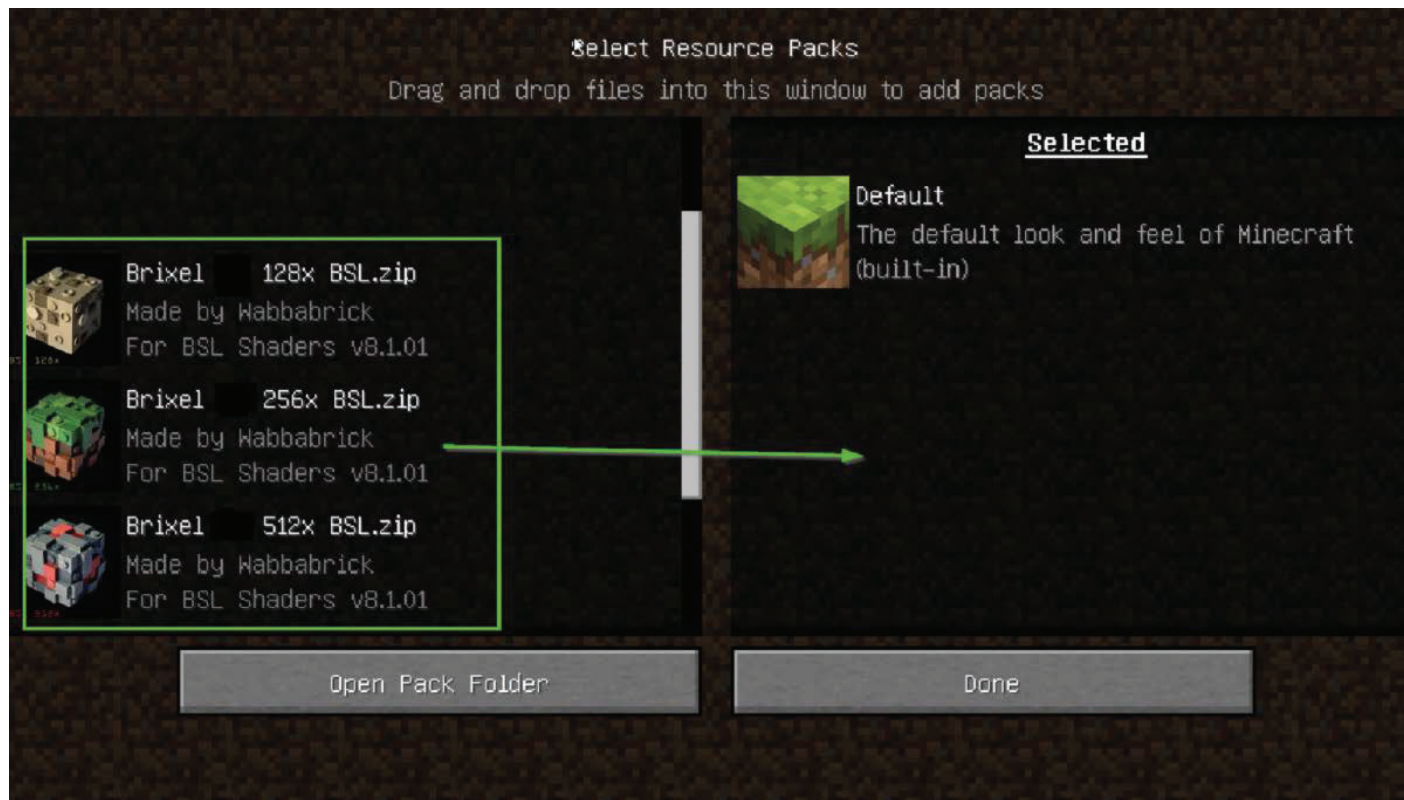


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For all steps, links and video timestamps please click **SHOW MORE** in the description below.

Select the Brixel 3.2 pack with your chosen resolution:



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

In this example 512x resolution was selected



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

Brixel v 3.2 will load



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

Now you can enjoy Brixel v 3.2
Thanks for watching !



If you have more questions about installation please contact our support via our [Discord server](#).

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