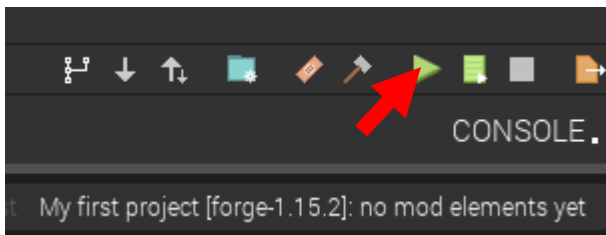# Testing the block out

Once we have a project with a block (or multiple blocks if you made more of them in previous step), we can test them out in the Minecraft itself.
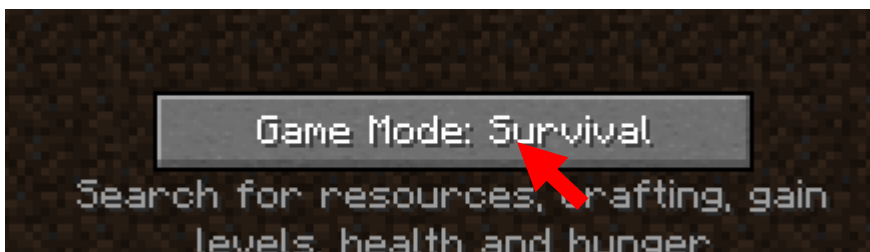
1. Running test Minecraft

To run the test Minecraft where we can see our block, we click on the ▶ in the top-right corner of the window.

Wait for the Minecraft window to open and proceed to step 2.

2. Creating new world

To test the block, we need to make a new world. To do this, click on "Singleplayer" button in the main menu. Then click on "Create New World". We want to test the block, so we will select creative mode to have all blocks available to use by default. To do this, click on

twice, until you see

Then click on "Create New World" and wait a bit.

3. Finding and placing the block

To find the block in-game, click on the "E" key to show the list of blocks. Scroll on the current tab, where our block is located, and drag it to your inventory.

Then we can place the block in the game.

4. Next steps

Close the Minecraft game. Try to change a texture or other parameter of the block by double-clicking on it in MCreator. After you are done with changes, click on the ▶ button again to test new features. If ▶ button is gray (▷), it means MCreator is currently generating your block and you need to wait for a while.