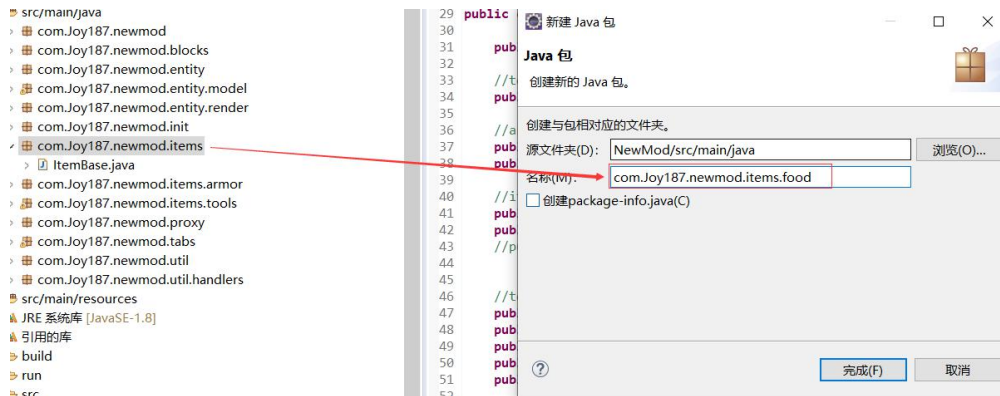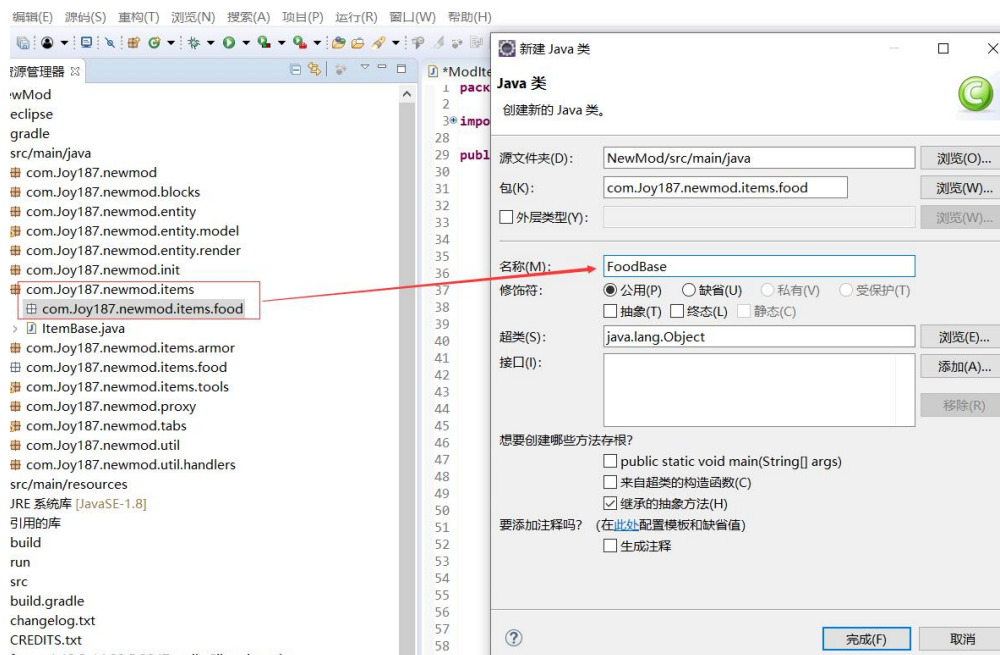# Minecraft 1.12.2模组开发(十) 食物制作

我们本次来制作一款食物(food)

1.在 items 包下 新建 food 包

在 food 包中新建 FoodBase 类：


```
public FoodBase(String name(食物名称), int amount(恢复量), float satura
tion(饱和度), boolean iswolfFood(狼是否可以吃),CreativeTabs tab(放在物品
栏的位置))
```

在 FoodBase.java 中进行编写：

```
package com.Joy187.newmod.items.food;
```

```
import com.Joy187.newmod.Main;
import com.Joy187.newmod.init.ModItems;
import com.Joy187.newmod.util.IHasModel;

import net.minecraft.creativetab.CreativeTabs;
import net.minecraft.item.ItemFood;

public class FoodBase extends ItemFood implements IHasModel{
    public FoodBase(String name, int amount, float saturation, boolea
n iswolfFood,CreativeTabs tab) {
        super( amount, saturation, iswolfFood );
        setUnlocalizedName(name);
        setRegistryName(name);
        setCreativeTab(tab);

        ModItems.ITEMS.add(this);
    }

    @Override
    public void registerModels() {
        Main.proxy.registerItemRenderer(this, 0, "inventory");
    }
}
```
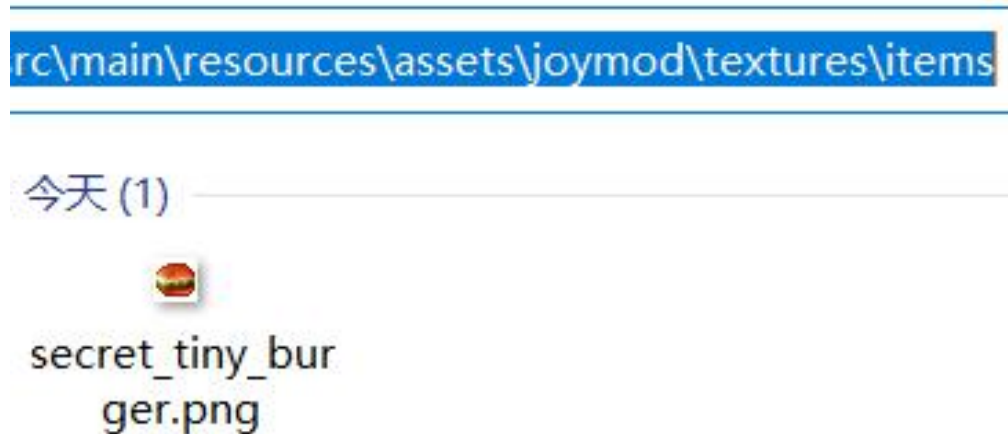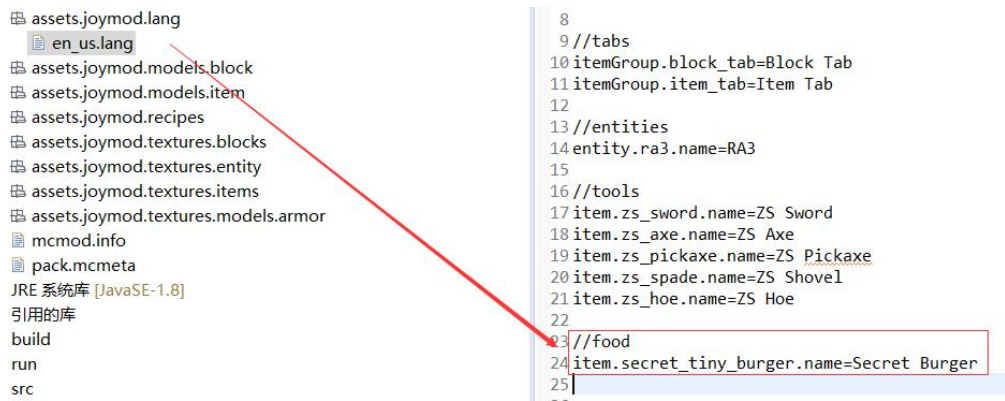
2. 在 models.item 下新建.json 文件 -> 编写物品的信息

```
{
    "parent": "item/generated",
    "textures": {
        "layer0": "joymod:items/secret_tiny_burger"
    }
}
```

3. 将食物材质拖入 textures.items 包中:

rc\main\resources\assets\joymod\textures\items

今天 (1)

secret_tiny_bur
ger.png

4. 在 en_us.lang 文件中添加食物游戏中的名称

```
    8
  9 //tabs
 10 itemGroup.block_tab=Block Tab
 11 itemGroup.item_tab=Item Tab
 12
 13 //entities
 14 entity.ra3.name=RA3
 15
 16 //tools
 17 item.zs_sword.name=ZS Sword
 18 item.zs_axe.name=ZS Axe
 19 item.zs_pickaxe.name=ZS Pickaxe
 20 item.zs_spade.name=ZS Shovel
 21 item.zs_hoe.name=ZS Hoe
 22
 23 //food
 24 item.secret_tiny_burger.name=Secret Burger
 25
```

5.保存所有文件 -> 运行游戏

游戏中成功出现食物

食物吃下去后恢复 5 点饱食度，与最初设定完美符合！

如果要制作具有效果的食物，我们可以在 food 包中新建一个 EffectFoodBase 类

在 EffectFoodBase.java 中编写：

```java
package com.Joy187.newmod.items.food;

import com.Joy187.newmod.util.IHasModel;

import net.minecraft.creativetab.CreativeTabs;
```

```java
import net.minecraft.entity.player.EntityPlayer;
import net.minecraft.item.ItemStack;
import net.minecraft.potion.PotionEffect;
import net.minecraft.world.World;
import net.minecraftforge.fml.relauncher.Side;
import net.minecraftforge.fml.relauncher.SideOnly;

public class EffectFoodBase extends FoodBase implements IHasModel{

    PotionEffect effect;
    public EffectFoodBase(String name, int amount, float saturation,
boolean iswolfFood,CreativeTabs tab, PotionEffect effect) {
        super(name, amount, saturation, iswolfFood, tab);
        //setAlwaysEdible();
        this.effect=effect;
    }

    @Override
    protected void onFoodEaten(ItemStack stack,World worldIn, EntityP
layer player) {
        if (!worldIn.isRemote)
        {
            player.addPotionEffect(new PotionEffect(effect.getPotion
(), effect.getDuration(), effect.getAmplifier(), effect.getIsAmbient
(), effect.doesShowParticles()));
        }
    }

    @SideOnly(Side.CLIENT)
    public boolean hasEffect( ItemStack stack)
    {
        return true;
    }
}
```

之后在 ModItem 中添加食物，重复之前的步骤即可。

```java
ItemFood XIAOHANBAO = new FoodBase("secret_tiny_burger", 10, 2.5f, false, CreativeTabs.FOOD);
ItemFood FURU = new EffectFoodBase("furu", 10, 2.5f, false, CreativeTabs.FOOD, new PotionEffect(MobEffects.HASTE, 15*20, 2,
```