

Tucker Bag Mod

This mod must be used with the TerraFirmaCraft mod for Minecraft.

Introduction

The idea behind this mod is to allow the player to capture animals in one location and release them to another location.

Animals are easily found but hard to take anywhere. Using rope to lead them works, but is slow and painful and frequently breaks. Also if you pass by a ravine, the animal could fall down and damage/kill itself.

Animal cages of all shapes and descriptions have been used throughout history, but I wanted to implement something that would use a currently unused item in TFC – Burlap Cloth.

The idea of carrying an animal this way was inspired by an Australian folk song “Waltzing Matilda”, where the swagman stuffed the jumbuck (sheep) into his tucker bag in order to steal it.

Items

1. Tucker Bag – the tucker bag is used to capture animals to transport and release them to another location.

Recipes

Tucker Bag

The tucker bag is made using two pieces of burlap cloth and four jute fibre, in the crafting space.

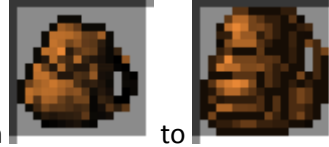




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Process

Capturing an Animal

Capturing an animal is as easy as equipping the tucker bag in your hand, walking up to an animal and **left-clicking** the animal. This will remove the animal from the world and place it in the tucker bag.



At this point the tucker bag's image will change from  to , to indicate it is full. Once the tucker bag is full you will also become overburdened and must place the full tucker bag into your back slot to move around.

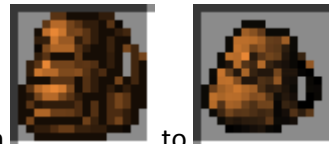
Note: You should not be able to capture an animal that is currently being ridden, or is leashed.



Releasing an Animal

Releasing an animal is as easy as equipping the full tucker bag in your hand and **right-clicking**. This will release the animal from the tucker bag and spawn it into the world. The animal that is spawned into the world will be the same as it went in, all the same information.

Note: When releasing the animal, if your crosshairs have something selected, the animal will **not** release. If this happens to you, just move the cross hairs around and keep trying.

When you release an animal from the tucker bag, the tucker bag will take damage. Currently the player can get three uses out of one tucker bag, before it is destroyed.



When you release the animal the icon will change from  to , to indicate it is empty.

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Additional Information

1. Currently only certain TFC animals can be captured in the tucker bag, these are:
 - a. Chickens
 - b. Cows
 - c. Horses (all variants)
 - d. Pigs
 - e. Sheep
2. Full tucker bags cannot be stored in chests, barrels or vessels.
3. The tooltip of a full tucker bag shows the type of animal in it.
4. Tucker bags are **not** stackable.
5. Full tucker bags that are dropped by the player will release the animal into the world.

I have created a list of EntityAnimal objects that can be used by the tucker bag to determine if the animal can be captured. By using the TuckerBagManager, other mods can add their own custom animals to the list so that they can also be captured using the tucker bag.

Note: I only allow Entities that extend from the EntityAnimal class to be added to the TuckerBagManager list.