

Package [org.bukkit.entity](#)

Interface Llama

All Superinterfaces:

[AbstractHorse](#), [Ageable](#), [Animals](#), [Attributable](#), [Breedable](#), [ChestedHorse](#), [CommandSender](#), [Creature](#), [Damageable](#), [Entity](#), [InventoryHolder](#), [LivingEntity](#), [Lootable](#), [Metadatable](#), [Mob](#), [Nameable](#), [Permissible](#), [PersistentDataHolder](#), [ProjectileSource](#), [ServerOperator](#), [Tameable](#), [Vehicle](#)

All Known Subinterfaces:

[TraderLlama](#)

```
public interface Llama
extends ChestedHorse
```

Represents a Llama.

Nested Class Summary

Nested Classes

Modifier and Type	Interface	Description
static enum	Llama.Color	Represents the base color that the llama has.

Nested classes/interfaces inherited from interface [org.bukkit.entity.Entity](#)

[Entity.Spigot](#)

Method Summary

All Methods	Instance Methods	Abstract Methods
Modifier and Type	Method	Description
Llama.Color	getColor()	Gets the llama's color.
LlamaInventory	getInventory()	Get the object's inventory.
int	getStrength()	Gets the llama's strength.
void	setColor(Llama.Color color)	Sets the llama's color.
void	setStrength(int strength)	Sets the llama's strength.

Methods inherited from interface [org.bukkit.entity.AbstractHorse](#)

`getDomestication, getJumpStrength, getMaxDomestication, getVariant, isEatingHaystack, setDomestication, setEatingHaystack, setJumpStrength, setMaxDomestication, setVariant`

Methods inherited from interface `org.bukkit.entity.Ageable`

`getAge, isAdult, setAdult, setAge, setBaby`

Methods inherited from interface `org.bukkit.entity.Animals`

`getBreedCause, getLoveModeTicks, isBreedItem, isBreedItem, isLoveMode, setBreedCause, setLoveModeTicks`

Methods inherited from interface `org.bukkit.attribute.Attributable`

`getAttribute`

Methods inherited from interface `org.bukkit.entity.Breedable`

`canBreed, getAgeLock, setAgeLock, setBreed`

Methods inherited from interface `org.bukkit.entity.ChestedHorse`

`isCarryingChest, setCarryingChest`

Methods inherited from interface `org.bukkit.command.CommandSender`

`getName, sendMessage, sendMessage, sendMessage, sendMessage`

Methods inherited from interface `org.bukkit.entity.Damageable`

`damage, damage, getAbsorptionAmount, getHealth, getMaxHealth, resetMaxHealth, setAbsorptionAmount, setHealth, setMaxHealth`

Methods inherited from interface `org.bukkit.entity.Entity`

`addPassenger, addScoreboardTag, eject, getBoundingBox, getEntityId, getFacing, getFallDistance, getFireTicks, getFreezeTicks, getHeight, getLastDamageCause, getLocation, getLocation, getMaxFireTicks, getMaxFreezeTicks, getNearbyEntities, getPassenger, getPassengers, getPistonMoveReaction, getPortalCooldown, getPose, getScoreboardTags, getServer, getSpawnCategory, getSwimHighSpeedSplashSound, getSwimSound, getSwimSplashSound, getTicksLived, getType, getUniqueId, getVehicle, getWidth, getWorld, hasGravity, isCustomNameVisible, isDead, isEmpty, isFrozen, isGlowing, isInsideVehicle, isInvulnerable, isInWater, isOnGround, isPersistent, isSilent, isValid, isVisualFire, leaveVehicle, playEffect, remove, removePassenger, removeScoreboardTag, setCustomNameVisible, setFallDistance, setFireTicks, setFreezeTicks, setGlowing, setGravity, setInvulnerable, setLastDamageCause, setPassenger, setPersistent, setPortalCooldown, setRotation, setSilent, setTicksLived, setVisualFire, spigot, teleport, teleport, teleport, teleport`

Methods inherited from interface org.bukkit.entity.LivingEntity

addPotionEffect, addPotionEffect, addPotionEffects, attack, canBreatheUnderwater, getActivePotionEffects, getArrowCooldown, getArrowsInBody, getCanPickupItems, getCategory, getCollidableExemptions, getDeathSound, getDrinkingSound, getEatingSound, getEquipment, getEyeHeight, getEyeHeight, getEyeLocation, getFallDamageSound, getFallDamageSoundBig, getFallDamageSoundSmall, getHurtSound, getKiller, getLastDamage, getLastTwoTargetBlocks, getLeashHolder, getLineOfSight, getMaximumAir, getMaximumNoDamageTicks, getMemory, getNoDamageTicks, getPotionEffect, getRemainingAir, getRemoveWhenFarAway, getTargetBlock, getTargetBlockExact, getTargetBlockExact, hasAI, hasLineOfSight, hasPotionEffect, isClimbing, isCollidable, isGliding, isInvisible, isLeashed, isRiptiding, isSleeping, isSwimming, rayTraceBlocks, rayTraceBlocks, removePotionEffect, setAI, setArrowCooldown, setArrowsInBody, setCanPickupItems, setCollidable, setGliding, setInvisible, setLastDamage, setLeashHolder, setMaximumAir, setMaximumNoDamageTicks, setMemory, setNoDamageTicks, setRemainingAir, setRemoveWhenFarAway, setSwimming, swingMainHand, swingOffHand

Methods inherited from interface org.bukkit.loot.Lootable

getLootTable, getSeed, setLootTable, setSeed

Methods inherited from interface org.bukkit.metadata.Metadatable

getMetadata, hasMetadata, removeMetadata, setMetadata

Methods inherited from interface org.bukkit.entity.Mob

getAmbientSound, getTarget, isAware, setAware, setTarget

Methods inherited from interface org.bukkit.Nameable

getCustomName, setCustomName

Methods inherited from interface org.bukkit.permissions.Permissible

addAttachment, addAttachment, addAttachment, addAttachment, getEffectivePermissions, hasPermission, hasPermission, isPermissionSet, isPermissionSet, recalculatePermissions, removeAttachment

Methods inherited from interface org.bukkit.persistence.PersistentDataHolder

getPersistentDataContainer

Methods inherited from interface org.bukkit.projectiles.ProjectileSource

launchProjectile, launchProjectile

Methods inherited from interface org.bukkit.permissions.ServerOperator

isOp, setOp

Methods inherited from interface org.bukkit.entity.Tameable

getOwner, isTamed, setOwner, setTamed

Methods inherited from interface org.bukkit.entity.Vehicle

getVelocity, setVelocity

Method Details

getColor

@NotNull

Llama.Color getColor()

Gets the llama's color.

Returns:

a Llama.Color representing the llama's color

setColor

```
void setColor(@NotNull  
              Llama.Color color)
```

Sets the llama's color.

Parameters:

color - a Llama.Color for this llama

getStrength

int getStrength()

Gets the llama's strength. A higher strength llama will have more inventory slots and be more threatening to entities.

Returns:

llama strength [1,5]

setStrength

```
void setStrength(int strength)
```

Sets the llama's strength. A higher strength llama will have more inventory slots and be more threatening to entities. Inventory slots are equal to strength * 3.

Parameters:

strength - llama strength [1,5]

getInventory

@NotNull

```
LlamaInventory getInventory()
```

Description copied from interface: InventoryHolder

Get the object's inventory.

Specified by:

getInventory in interface AbstractHorse

Specified by:

getInventory in interface InventoryHolder

Returns:

The inventory.