

Package org.bukkit

## Interface Nameable

All Known Subinterfaces:

AbstractArrow, AbstractHorse, AbstractSkeleton, AbstractVillager, Ageable, Allay, Ambient, Animals, AreaEffectCloud, ArmorStand, Arrow, Axolotl, Barrel, Bat, Beacon, Bee, BlastFurnace, Blaze, Boat, Boss, Breedable, BrewingStand, Cat, CaveSpider, Chest, ChestBoat, ChestedHorse, Chicken, Cod, CommandMinecart, ComplexEntityPart, ComplexLivingEntity, Container, Cow, Creature, Creeper, Damageable, Dispenser, Dolphin, Donkey, DragonFireball, Dropper, Drowned, Egg, ElderGuardian, EnchantingTable, EnderCrystal, EnderDragon, EnderDragonPart, Enderman, Endermite, EnderPearl, EnderSignal, Entity, Evoker, EvokerFangs, ExperienceOrb, Explosive, ExplosiveMinecart, FallingBlock, Fireball, Firework, Fish, FishHook, Flying, Fox, Frog, Furnace, Ghast, Giant, GlowItemFrame, GlowSquid, Goat, Golem, Guardian, Hanging, Hoglin, Hopper, HopperMinecart, Horse, HumanEntity, Husk, Illager, Illusioner, IronGolem, Item, ItemFrame, LargeFireball, LeashHitch, LightningStrike, LingeringPotion, LivingEntity, Llama, LlamaSpit, MagmaCube, Marker, Minecart, Mob, Monster, Mule, MushroomCow, NPC, Ocelot, Painting, Panda, Parrot, Phantom, Pig, Piglin, PiglinAbstract, PiglinBrute, PigZombie, Pillager, Player, PolarBear, PoweredMinecart, Projectile, PufferFish, Rabbit, Raider, Ravager, RideableMinecart, Salmon, Sheep, Shulker, ShulkerBox, ShulkerBullet, Silverfish, SizedFireball, Skeleton, SkeletonHorse, Slime, SmallFireball, Smoker, Snowball, Snowman, SpawnerMinecart, SpectralArrow, Spellcaster, Spider, SplashPotion, Squid, Steerable, StorageMinecart, Stray, Strider, Tadpole, Tameable, ThrowableProjectile, ThrownExpBottle, ThrownPotion, TippedArrow, TNTPrimed, TraderLlama, Trident, TropicalFish, Turtle, Vehicle, Vex, Villager, Vindicator, WanderingTrader, Warden, WaterMob, Witch, Wither, WitherSkeleton, WitherSkull, Wolf, Zoglin, Zombie, ZombieHorse, ZombieVillager

public interface Nameable

### Method Summary

| All Methods       | Instance Methods           | Abstract Methods                        |
|-------------------|----------------------------|---|
| Modifier and Type | Method                     | Description                             |
| String            | getCustomName()            | Gets the custom name on a mob or block. |
| void              | setCustomName(String name) | Sets a custom name on a mob or block.   |

### Method Details

#### getCustomName

@Nullable  
String getCustomName()

Gets the custom name on a mob or block. If there is no name this method will return null.

This value has no effect on players, they will always use their real name.

**Returns:**

name of the mob/block or null

**setCustomName**

```
void setCustomName(@Nullable  
                   String name)
```

Sets a custom name on a mob or block. This name will be used in death messages and can be sent to the client as a nameplate over the mob.

Setting the name to null or an empty string will clear it.

This value has no effect on players, they will always use their real name.

**Parameters:**

name - the name to set