

Package `org.bukkit.entity`

Interface Tameable

All Superinterfaces:

Ageable, Animals, Attributable, Breedable, CommandSender, Creature, Damageable, Entity, LivingEntity, Lootable, Metadatable, Mob, Nameable, Permissible, PersistentDataHolder, ProjectileSource, ServerOperator

All Known Subinterfaces:

AbstractHorse, Cat, ChestedHorse, Donkey, Horse, Llama, Mule, Parrot, SkeletonHorse, TraderLlama, Wolf, ZombieHorse

```
public interface Tameable
extends Animals
```

Nested Class Summary

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
<code>AnimalTamer</code>	<code>getOwner()</code>	Gets the current owning AnimalTamer
<code>boolean</code>	<code>isTamed()</code>	Check if this is tamed
<code>void</code>	<code>setOwner(AnimalTamer tamer)</code>	Set this to be owned by given AnimalTamer.
<code>void</code>	<code>setTamed(boolean tame)</code>	Sets if this has been tamed.

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.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, getVelocity, 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, setVelocity, 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`

Method Details

`isTamed`

`boolean isTamed()`

Check if this is tamed

If something is tamed then a player can not tame it through normal methods, even if it does not belong to anyone in particular.

Returns:

true if this has been tamed

setTamed

```
void setTamed(boolean tame)
```

Sets if this has been tamed. Not necessary if the method `setOwner` has been used, as it tames automatically.

If something is tamed then a player can not tame it through normal methods, even if it does not belong to anyone in particular.

Parameters:

tame - true if tame

getOwner

`@Nullable`

```
AnimalTamer getOwner()
```

Gets the current owning `AnimalTamer`

Returns:

the owning `AnimalTamer`, or null if not owned

setOwner

```
void setOwner(@Nullable  
              AnimalTamer tamer)
```

Set this to be owned by given `AnimalTamer`.

If the owner is not null, this will be tamed and will have any current path it is following removed. If the owner is set to null, this will be untamed, and the current owner removed.

Parameters:

tamer - the `AnimalTamer` who should own this