

Minecraft Modding - Day 5

Sharp Snowballs

Purpose: To turn all snowballs into arrows so that they can hurt entities.

Steps

1. In the package `org.devoxx4kids.forge.mods`, make a new class called `SharpSnowballs` and replace its code with the code shown:

```
package org.devoxx4kids.forge.mods;

import net.minecraft.entity.Entity;
import net.minecraft.entity.projectile.EntityArrow;
import net.minecraft.entity.projectile.EntitySnowball;
import net.minecraft.world.World;
import net.minecraftforge.event.entity.EntityJoinWorldEvent;
import net.minecraftforge.fml.common.eventhandler.SubscribeEvent;

public class SharpSnowballs {

    @SubscribeEvent
    public void replaceSnowballWithArrow(EntityJoinWorldEvent event) {
        Entity snowball = event.entity;
        World world = snowball.worldObj;

        if (!(snowball instanceof EntitySnowball)) {
            return;
        }

        if (!world.isRemote) {
            EntityArrow arrow = new EntityArrow(world);
            arrow.setLocationAndAngles(snowball.posX, snowball.posY,
snowball.posZ,
                                0, 0);
            arrow.motionX = snowball.motionX;
            arrow.motionY = snowball.motionY;
            arrow.motionZ = snowball.motionZ;

            // gets arrow out of player's head
            // gets the angle of arrow right, in the direction of
motion
            arrow.posX += arrow.motionX;
            arrow.posY += arrow.motionY;
            arrow.posZ += arrow.motionZ;
        }
    }
}
```

```
        world.spawnEntityInWorld(arrow);  
        snowball.setDead();  
    }  
}  
}
```

2. Register the SharpSnowballs class by adding the following code in MainMod:

```
MinecraftForge.EVENT_BUS.register(new SharpSnowballs());
```

Gameplay

1. Get a Snowball item from your inventory
2. Right click with it to throw it
3. It should turn into an arrow

You can also spawn Snow Golems by placing a pumpkin on top of a tower of two Snow blocks. The Snow Golem will act as a turret, shooting out snowballs that turn into arrows.

Tip: spawn a Zombie or two for the Snow Golems to shoot.

Explosive Snowballs

Replace `EntityArrow arrow = new EntityArrow(world);` line with the code shown:

```
EntityTNTPrimed arrow = new EntityTNTPrimed(world);  
arrow.fuse = 80;
```