Minecraft Modding - Day 2

Main File

Purpose: Create a main file that will register all the mods.

Steps

1. To make this main file, first you need to make a new package. Click on the arrow next to the "Minecraft" folder in the left side of your window. Right click on "src/main/java" and select New > Package. Name it `org.devoxx4kids.forge.mods`.

2. Right-click on this package and select New > Class. Name it `MainMod`. The middle of your screen will show its code. Replace all of the code with the code below.

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

import net.minecraftforge.common.MinecraftForge;
import net.minecraftforge.fml.common.Mod;
import net.minecraftforge.fml.common.Mod.EventHandler;
import net.minecraftforge.fml.common.event.FMLInitializationEvent;

@Mod(modid = MainMod.MODID, version = MainMod.VERSION)
public class MainMod {
   public static final String MODID = "MyMods";
   public static final String VERSION = "1.0";

   @EventHandler
   public void init(FMLInitializationEvent event) {

   }
}
```

Chat Items

Purpose: To make the player receive items when he/she says a certain word or phrase in a chat message.

Steps

1. In your new package, `org.devoxx4kids.forge.mods`, make a new
   file called `ChatItems`. Replace its code with:

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

import net.minecraft.init.Items;
import net.minecraft.item.ItemStack;
import net.minecraftforge.event.ServerChatEvent;
import net.minecraftforge.fml.common.eventhandler.SubscribeEvent;

public class ChatItems {

  @SubscribeEvent
  public void giveItems(ServerChatEvent event){
        if (event.message.contains("potato")) {
              event.player.inventory.addItemStackToInventory(new
ItemStack(Items.potato, 64));
        }
   }
}
```

2. Register your mod in the main file by using the line shown:

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

   The line should go between the two brackets after the line that says
   `init()`.

3. Click on the green Play button on the Eclipse menu bar to build and run
   your modded Minecraft.

Gameplay

1. Press "T" to open up the chat window

2. Type in any message that contains the word "potato"

3. You should receive one stack (one stack = 64 items) potatoes

Change text/item

Change text message and produce a different item. For example change the text to "diamond" and item produced to Diamond. Use Ctrl+Space to show the list of items.

Different items

Produce different items for different chat text

```
@SubscribeEvent
public void giveItems(ServerChatEvent event){
      if (event.message.contains("potato")) {
            event.player.inventory.addItemStackToInventory(new
ItemStack(Items.potato, 64));
      }

      if (event.message.contains("diamond")) {
            event.player.inventory.addItemStackToInventory(new
ItemStack(Items.diamond, 64));
      }
}
```

Multiple items

Produce multiple items for chat text

```
@SubscribeEvent
public void giveItems(ServerChatEvent event){
      if (event.message.contains("potato")) {
            event.player.inventory.addItemStackToInventory(new
ItemStack(Items.potato, 64));
            event.player.inventory.addItemStackToInventory(new
ItemStack(Items.diamond, 64));
      }
}
```