Minecraft Modding - Day 4

Creeper Spawn Alert

Purpose: To alert all players when a creeper spawns.

Steps

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

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

import java.util.List;
import net.minecraft.entity.monster.EntityCreeper;
import net.minecraft.entity.player.EntityPlayer;
import net.minecraft.util.ChatComponentText;
import net.minecraft.util.EnumChatFormatting;
import net.minecraftforge.event.entity.EntityJoinWorldEvent;
import net.minecraftforge.fml.common.eventhandler.SubscribeEvent;

public class CreeperSpawnAlert {

    @SubscribeEvent
    public void sendAlert(EntityJoinWorldEvent event) {
        if (!(event.entity instanceof EntityCreeper)) {
            return;
        }

        List players = event.entity.worldObj.playerEntities;

        for (int i = 0; i < players.size(); i++) {
          EntityPlayer player = (EntityPlayer) players.get(i);
            if (event.world.isRemote) {
              player.addChatMessage(new ChatComponentText(
              EnumChatFormatting.GREEN + "A creeper has spawned!"));
            }
        }
    }
}
```

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

```java
MinecraftForge.EVENT_BUS.register(new CreeperSpawnAlert());
```

Gameplay

1. Make sure you are not on peaceful mode.

2. Set the time to night time ("/time set night")

You should get a bunch of messages saying "A creeper has spawned!" in light green letters. One of these messages is sent to you every time a creeper spawns.

Change color of message

Change the code to:

```
player.addChatMessage(new ChatComponentText(
        EnumChatFormatting.RED + "A creeper has spawned!"));
```

Try different colors by code completion after `EnumChatFormatting`.

Change style to italics

Change the code to:

```
player.addChatMessage(new ChatComponentText(
        EnumChatFormatting.ITALIC + "A creeper has spawned!"));
```

Try different styles by code completion after `EnumChatFormatting`.

Change text of message

Change the code to:

```
player.addChatMessage(new ChatComponentText(
        EnumChatFormatting.GREEN + "Run away, a creeper has spawned!"));
```

Print same message for different mobs

Change the code to:

```
if (!(event.entity instanceof EntityCreeper && event.entity instanceof
EntityZombie)) {
      return;
}
```

OR

```
if (!(event.entity instanceof EntityCreeper) || !(event.entity instanceof
EntityZombie)) {
      return;
}
```

Print different message for different mobs

Change the code to:

```
public void sendAlert(EntityJoinWorldEvent event) {
      if (!(event.entity instanceof EntityCreeper || event.entity instanceof
EntityZombie)) {
            return;
      }

      String message;

      if (event.entity instanceof EntityCreeper) {
            message = "A creeper has spawned";
      } else {
            message = "A zombie has spawned";
      }

      List players = event.entity.worldObj.playerEntities;

      for (int i = 0; i < players.size(); i++) {
            EntityPlayer player = (EntityPlayer) players.get(i);
            if (event.world.isRemote) {
                  player.addChatMessage(new ChatComponentText(
                              EnumChatFormatting.GREEN + message));
            }
      }
}
```

Print message for all mobs

```
if (!(event.entity instanceof EntityMob)) {
      return;
}
```