

# Minecraft Modding - Day 3

## Ender Dragon Spawner

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**Purpose:** Spawn an Ender Dragon when Dragon Egg is placed.

### Steps

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

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

import net.minecraft.entity.boss.EntityDragon;
import net.minecraft.init.Blocks;
import net.minecraft.util.BlockPos;
import net.minecraftforge.event.world.BlockEvent.PlaceEvent;
import net.minecraftforge.fml.common.eventhandler.SubscribeEvent;

public class DragonSpawner {

    @SubscribeEvent
    public void spawnDragon(PlaceEvent event) {
        if (event.placedBlock ==
            Blocks.dragon_egg.getBlockState().getBaseState()) {
            event.world.setBlockToAir(new BlockPos(event.pos.getX(),
            event.pos.getY(), event.pos.getZ()));
            EntityDragon dragon = new EntityDragon(event.world);
            dragon.setLocationAndAngles(event.pos.getX(),
            event.pos.getY(), event.pos.getZ(), 0, 0);
            event.world.spawnEntityInWorld(dragon);
        }
    }
}
```

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

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

### Gameplay

1. Use the command `/give <your player name> dragon_egg` to give yourself a dragon egg
2. Place down the dragon egg, and an Ender Dragon should spawn

The player name will not be your normal player name, it will be a Forge-generated player name. Check your chat window to see what your player name is.

### **Change Block/Entity**

Change block that triggers spawning and spawn a different item. For example change the block to sponge and entity to `EntitySquid`. Use `Ctrl+Space` to show the list of items.

```
if (event.placedBlock == Blocks.sponge.getBlockState().getBaseState()) {
    event.world.setBlockToAir(new BlockPos(event.pos.getX(),
event.pos.getY(), event.pos.getZ()));
    EntitySquid squid = new EntitySquid(event.world);
    squid.setLocationAndAngles(event.pos.getX(), event.pos.getY(),
event.pos.getZ(), 0, 0);
    event.world.spawnEntityInWorld(squid);
}
```

After doing this, press `Control + Shift + O` on a Windows computer or `Cmd + Shift + O` on a Mac computer to import certain classes and fix some errors. When you test out this mod, place down a Wet Sponge, not a Sponge.

### **Change offset of entities**

Change `event.pos.getX()`, `event.pos.getY()`, `event.pos.getZ()` and add or subtract 5 to show entities are produced at an offset.

```
dragon.setLocationAndAngles(event.pos.getX() + 5, event.pos.getY(),
event.pos.getZ(), 0, 0);
```