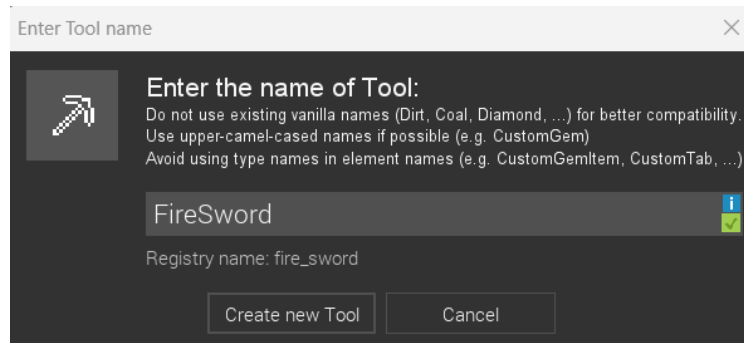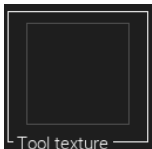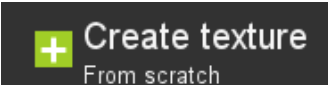# Let's Code a Combat Weapon!
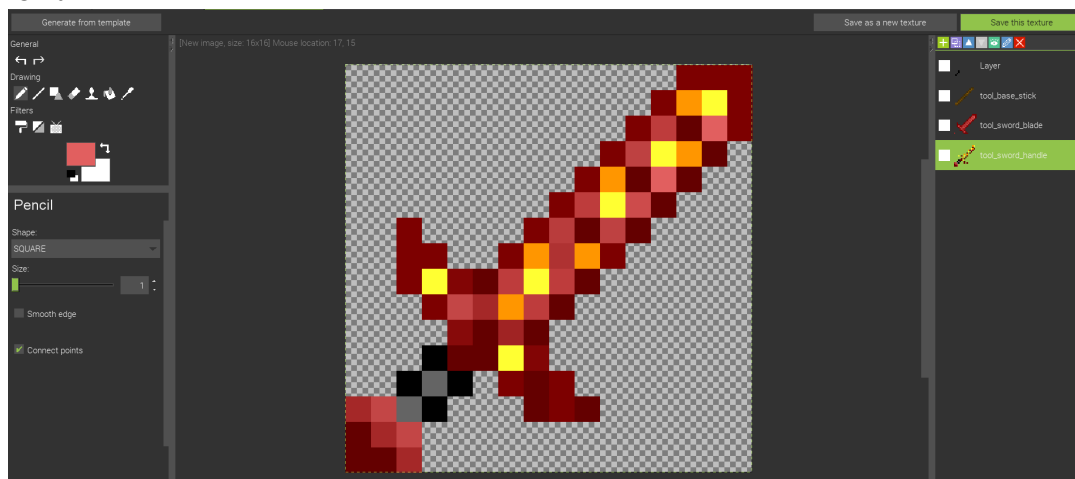
1) Press the "Green Plus Sign" ➕ and select 🔨 Tool   t

2) Name your tool (using "CamelCasing") and **Create new Tool**
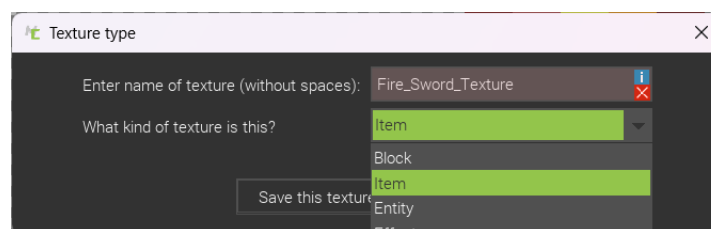
Enter Tool name   ✕

🔨   **Enter the name of Tool:**
Do not use existing vanilla names (Dirt, Coal, Diamond, ...) for better compatibility.
Use upper-camel-cased names if possible (e.g. CustomGem)
Avoid using type names in element names (e.g. CustomGemItem, CustomTab, ...)

FireSword   ℹ️ ✅

Registry name: fire_sword

Create new Tool   Cancel

3) Click on ⬛ Tool texture and then click ➕ **Create texture** From scratch
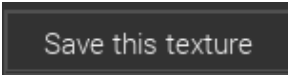
4) Design your own Weapon!
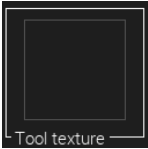
5) Click on [Save as a new texture] and name the Texture and change its type to "ITEM"

Texture type   ✕

Enter name of texture (without spaces): Fire_Sword_Texture ℹ️ ❌

What kind of texture is this?   Item   ▼
                                       Block
                                       Item
                                       Entity
                                       Effect

Save this texture

then click   **Save this texture**
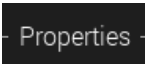
6) Go back to your Tool Tab **⤤ FIRESWORD ✕**

7) Select `Tool texture` again and select YOUR Texture

8) Adjust the `Properties` as you like!

In-game name: ?	Fire Sword
Type: ?	🗡 Sword
Creative inventory tab: ?	🗡 Combat
Harvest level: ?	1
Efficiency: ?	4
Enchantability: ?	2
Attack speed: ?	1
Damage vs mob/animal (melee damage): ?	4
Number of uses / durability: ?	100
Repair items: ?	➕ ✖ ✖
Blocks affected: ?	⬜ ✖ ✖
Is tool immune to fire? ?	☐ Check to enable
Does item stay in crafting grid when crafted? ?	☐ Check to enable
Damage item instead on crafting Make sure to enable "stay in crafting grid" and that item is damageable ?	☐ Check to enable

⟨ — Visual —— Properties —— Triggers — ⟩
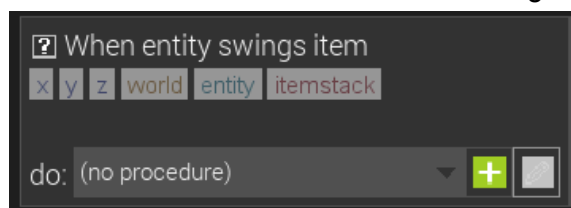
Now for the FUN!

9) Select the `Triggers` Tab

> You will now see different types of **Events**. Each will cause a **Procedure** to happen and **YOU** get to control the **Special Effect** that comes after the event in the game.

? When entity swings item
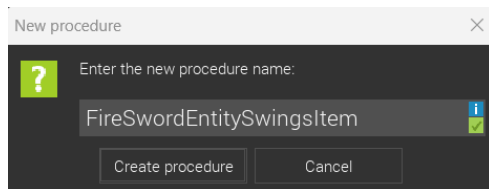x y z world entity itemstack

do: (no procedure) ➕ ⬜

For the first example, let's pick
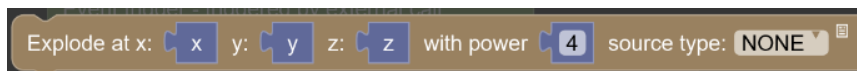
10) Click on the

11) Name and create the new **Procedure**
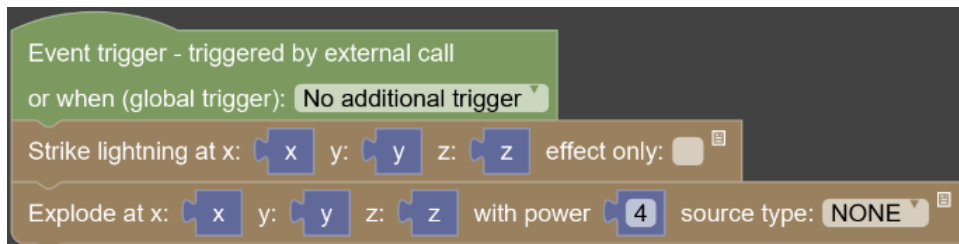

12) We will now see **Coding Window**

For this example let's **Strike Lightning** and cause an **Explosion!**

Step 1: Select the Tab

Step 2: Find and Click on these code blocks:

**Step 3:** Connect the Code block to the bottom of the Green Event Trigger:

If you want to use only the Lightning's Visual Effect, check the Checkbox.

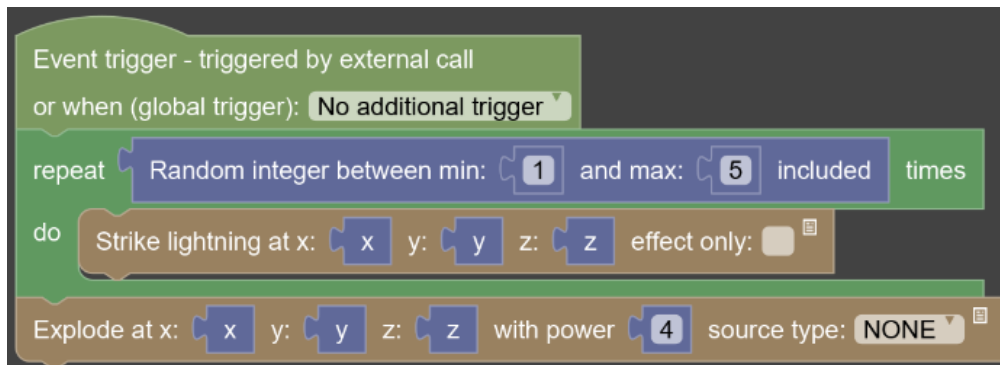To increase the power of the explosion, change the number in the blue puzzle piece.

Here's some information about each type of explosion:

NONE	Only causes health damage
BLOCK	Breaks surrounding blocks in a box shape
MOB	Simulates the creeper explosion
TNT	Simulates a TNT explosion

Step 4: LET'S MAKE MORE LIGHTNING!
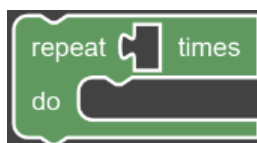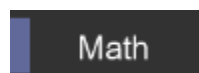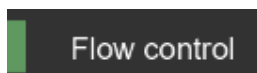
Create this Code:

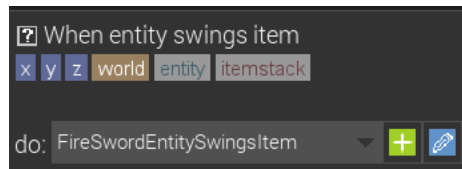13) Once finished with the **Procedure**, select [Save mod element]

14) Go back to your Tool Tab [🔧 FIRESWORD ✕]

Your Weapon's Swing event should now be updated in its [Triggers] menu

15) Finally save your **Weapon Mod** by clicking [Save mod element]
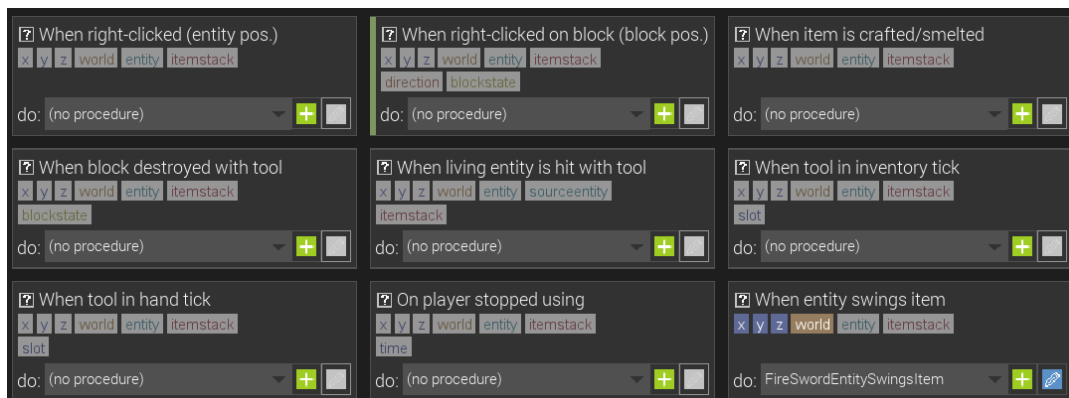
Time to play test!

16) Click on the [▶] in the top right corner of your screen and create a new world in CREATIVE MODE to test out your weapon!
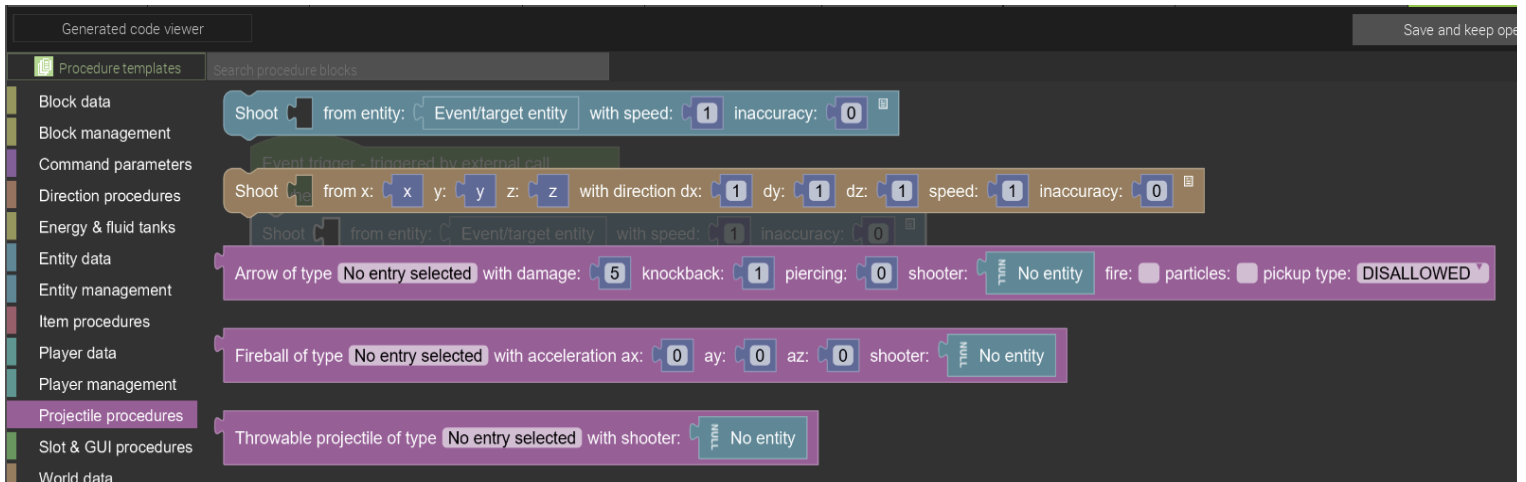
Your Turn!

17) Pick one of the other events of this Combat tool and create a new **Procedure** for it.

Do you want to create a Projectile?

Try making a **Procedure** for **"When right-clicked"** to shoots **Projectiles**
(Hint: Use these Code Blocks)

Do you want to transform surrounding Mobs to different Mobs?

The **Procedure** below finds all **Mobs** within 16 **blocks** of the **player,** then checks **IF** the **Entity** is a **Zombie** and if it is… **Strike Lightning** at the **Entity's Position (X, Y, Z)** and then **Spawn a Blaze** there!