

## Obsidian API Tutorial #3a – Entity Shadow Size and Scale – v0.2.1+

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### Let's customise the entities

As a further extension to creating entities, we can customise their shadow size and scale. This is only available for the Obsidian API v0.2.1 and beyond.

#### Prerequisites

You'll need at least one entity already set up.

#### Shadow size

This is a really quick fix, it should have been in from the start... In your entity render class, you can now call the super constructor with a shadow size argument. Previously you would have had

```
public RenderSaiga(ModelSaiga saiga)
{
    super(saiga);
}
```

but now the line `super(saiga);` can become

```
super(saiga, 0.8F);
```

where the second parameter is the shadow size.

#### Model scale

You can now tweak the size of your model via the API. This is more of a temporary fix until properly model scaling is done when importing Tabula models, but it is still a useful alternative. To change the model scale, you need to change code in the ClientProxy. Previously, the line where you create the model renderer would look something like this:

```
RenderSaiga saigaRenderer = new RenderSaiga(FileLoader.loadModelFromResources("saiga", saigaModel, saigaTexture, ModelSaiga.class));
```

To change the model scale, we need to have direct access to the model object. We can then call `setModelScale(float scale)` on the model object to change the scale:

```
ModelSaiga modelSaiga = FileLoader.loadModelFromResources("saiga", saigaModel, saigaTexture, ModelSaiga.class);
```

```
modelSaiga.setModelScale(0.8F);
```

```
RenderSaiga saigaRenderer = new RenderSaiga(modelSaiga);
```

That will reduce the size of the model to 80% of what it was.

#### Easy right?

Hopefully that was easy to do! Just a little add on if you needed it!

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#### Edited files

RenderSaiga

```
public class RenderSaiga extends RenderAnimated {
```

```
    public RenderSaiga(ModelSaiga saiga) {
        super(saiga, 0.8F);
    }
}
```

ClientProxy

```
public class ClientProxy extends CommonProxy {
```

```
    private ResourceLocation saigaModel = new ResourceLocation("mod_api_tutorial:models/Saiga.obm");
```

```
    private ResourceLocation saigaTexture = new ResourceLocation("mod_api_tutorial:models/Saiga.png");
```

```
    public void registerRendering() {
        ModelSaiga modelSaiga = FileLoader.loadModelFromResources("saiga", saigaModel, saigaTexture, ModelSaiga.class);
        modelSaiga.setModelScale(0.8F);
        RenderSaiga saigaRenderer = new RenderSaiga(modelSaiga);
        RenderingRegistry.registerEntityRenderingHandler(EntitySaiga.class, saigaRenderer);
    }
}
```



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