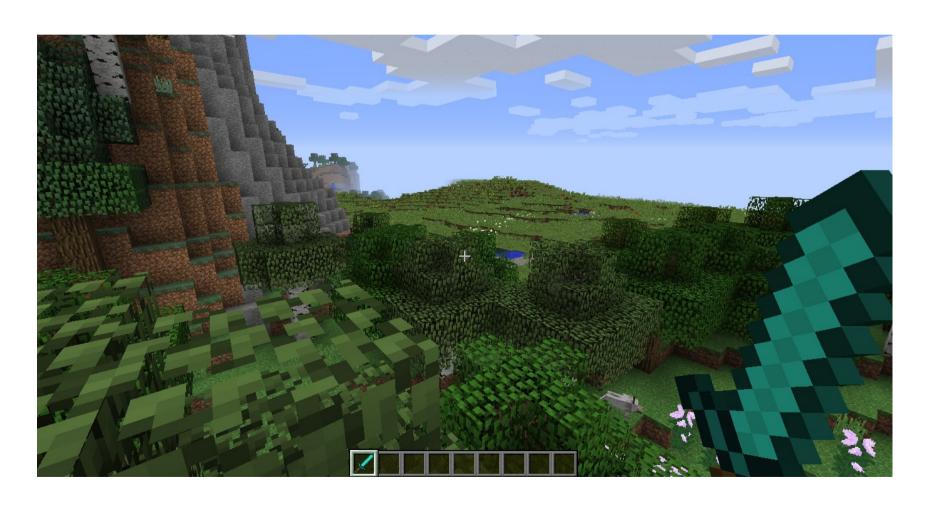
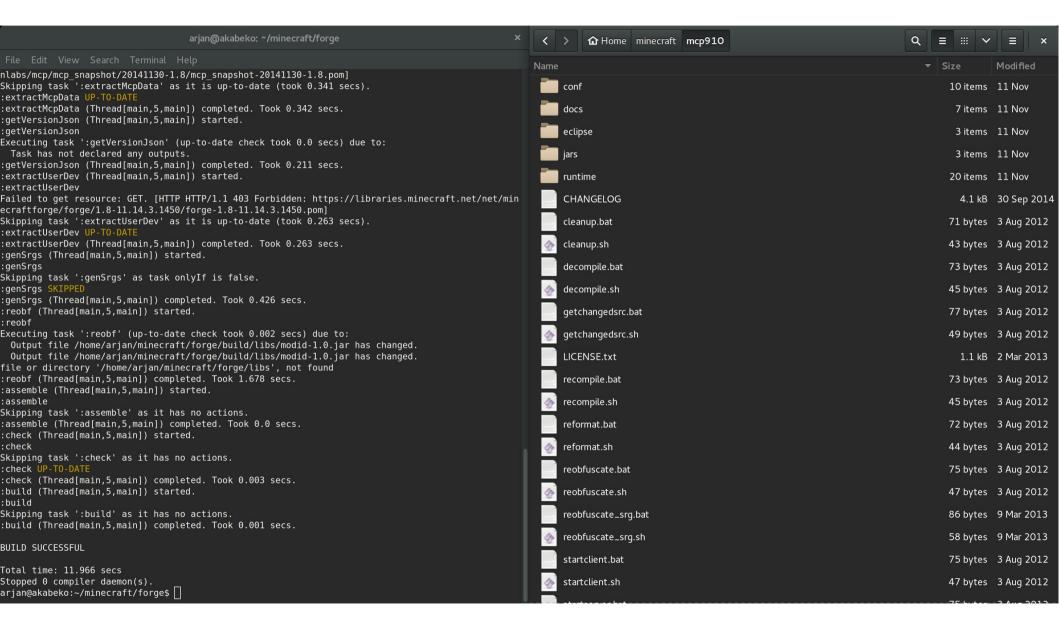
Twintro

Arjan "Makinit" Adriaanse Lode "ɛʍı" Weel Jorke "trijemusk" de Vlas Mike "SmileyCraft" de Vries

Minecraft

• Wie kent Minecraft?





```
Java - mc-modbuilder/src/main/java/twintro/minecraft/modbuilder/BuilderMod.java - Eclipse
File Edit Source Refactor Navigate Search Project Run Window Help

♣ Java → Team Synchronizing → Debug

📱 Pac... 💢 📜 Ty... 🔭 Nav...
                                     ■ BuilderMod.java 

□ peeledEqq.json
                                                                             ☑ ResourceDese...
                                                                                                  MetadataSect...

☑ ItemType.java

                                                                                                                                          RecipeRegist...
                                                                                                                                                                                    Section
                      B 5 9
                                             private void importResources(IResourceManager manager, ModbuilderResource data) {
                                                  ResourceDeserializer deserializer = new ResourceDeserializer();
     # > twintro.minecraft.modbuilde
                                                                                                                                                                                       # twintro.minecraft.modbuilder
                                                  GsonBuilder builder = new GsonBuilder();
       ▶ 🛂 BuilderGuiConfig.java
                                                                                                                                                                                     ▼ 💁 BuilderMod
                                                  builder.registerTypeAdapter(BaseItemResource.class. deserializer):
                                                  builder.registerTypeAdapter(BaseBlockResource.class, deserializer);
       ▶ 🋂 BuilderMod.java
                                                                                                                                                                                          MODID : String
                                                  builder.registerTypeAdapter(BaseRecipe.class, deserializer);
       ▶ BuilderModGuiFactory.java
                                                                                                                                                                                          VERSION : String
                                                  Gson qson = builder.create();
                                                                                                                                                                                          • S config : Configuration
     ▼ $\frac{1}{2}$ > twintro.minecraft.modbuilde
                                                  for (String path : data.items) {

■ getConfig(): Configuration
       ▶ J BuilderBlock.iava
                                                          ResourceLocation location = new ResourceLocation(BuilderMod.MODID + ":items/" + path + ".ison");

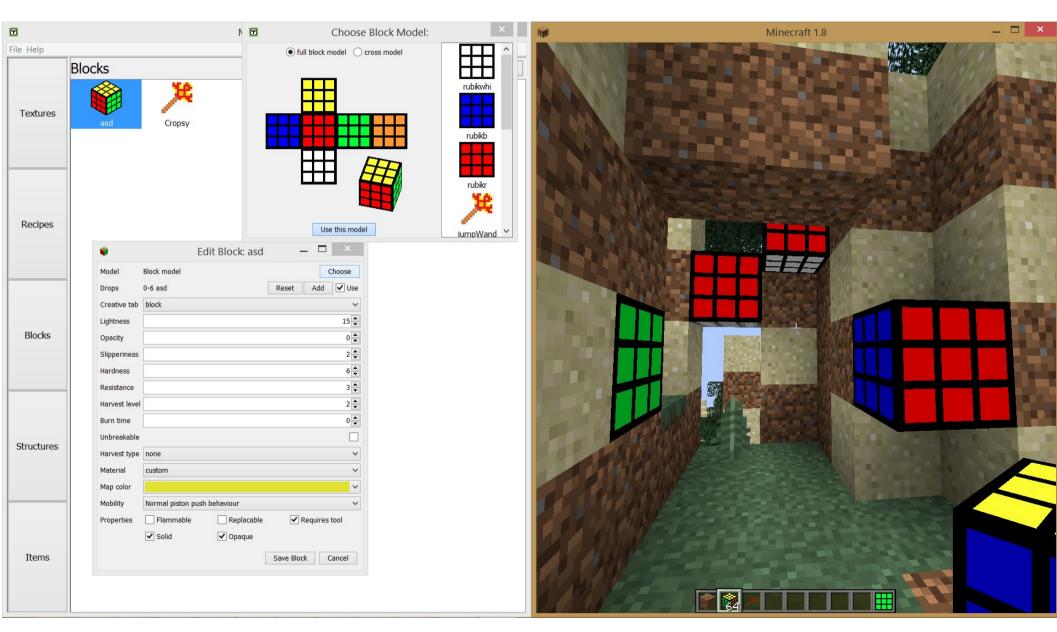
    itemModels : Map<Item, Str</li>

       ▶ 🛂 BuilderItem.java
                                                           IResource resource = manager.getResource(location):
                                                           BaseItemResource itemResource = qson.fromJson(new InputStreamReader(resource.qetInputStream()),
       ▶ 🛂 BuilderItemFood.java

    blockModels : Map<Block, S</li>

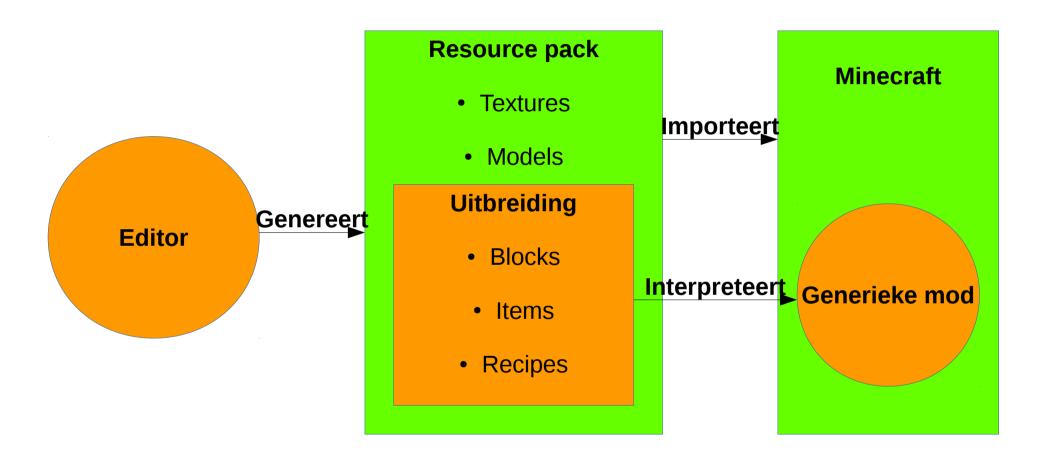
                                                                   BaseItemResource.class);
       ▶ 🛂 BuilderItemTool.java
                                                                                                                                                                                          registeredItems : Set<String</li>
                                                           Item item = ResourceConverter.toItem(itemResource);
                                                           item.setUnlocalizedName(BuilderMod.MODID+" "+path);
       ▶ 🋂 FuelHandler.java
                                                                                                                                                                                          registeredBlocks : Set<Strin</li>
                                                           if (!registeredItems.contains(path)) {
                                                               GameRegistry.registerItem(item, path);
                                                                                                                                                                                          fuellist : HashMap<ItemSta</p>
       ▶ 🛂 MetadataSection.java
                                                               registeredItems.add(path);
       ▶ 🛂 MetadataSerializer.java
                                                                                                                                                                                          preInit(FMLPreInitializationE)
                                                               itemModels.put(item. itemResource.model):
                                                               if (itemResource.burntime != null)
                                                                                                                                                                                          init(FMLInitializationEvent)
       RecipeRegistry.java
                                                                   fuellist.put(new ItemStack(item), itemResource.burntime);
       ▶ 🛂 ResourceConverter.java
                                                                                                                                                                                          onConfigChanged(OnConfig)
                                                      } catch (IOException e) {
       ▶ 🖪 ResourceHelper.java
                                                                                                                                                                                          importResources(IResource)
     ▼ $\frac{1}{48} > twintro.minecraft.modbuilde
                                                                                                                                                                                          importResources(IResource)
       ▶ 🛂 MaterialResource.java
                                                                                                                                                                                          syncConfig(): void
                                                  for (String path : data.blocks) {
       ▶ 🛂 ResourceDeserializer.java
       ▶ 🛂 TabResource.java
                                     🧝 Problems 🏿 Javadoc 🔼 Declaration 🍼 Search 📮 Console 🔀 📲 Synchronize 🐉 Error Log 🚣 Git Staging 🚿 Debug 🖫 Call Hierarchy 🧃 History
     ▼ 👫 > twintro.minecraft.modbuilde
       ▶ 🛂 BaseBlockResource.java
                                     <terminated> Client [Java Application] /usr/lib/jvm/java-8-openjdk-amd64/bin/java (14 Dec 2015, 11:40:18)
       ▶ 🛂 BlockResource.java
                                      [11:40:35] [Client thread/ERROR] [FML]: Model definition for location modbuilder:regular#inventory not found
       ▶ I BlockType.java
                                     [11:40:39] [Client thread/INFO]: Stopping!
                                      [11:40:39] [Client thread/INFO]: SoundSystem shutting down...
     ▼ # > twintro.minecraft.modbuilde
                                      [11:40:39] [Client thread/WARN]: Author: Paul Lamb, www.paulscode.com
       ▶ 🛂 BaseltemResource.java
```

MOO EUROPA



Demo

Werking



Voordelen

Laagdrempelig

Geavanceerde opties

3D voorbeeldweergave

Makkelijke distributie

http://modbuilder.org

Vragen?