package com.DragonFire;

import com.DragonFire.command.CommandOreDictionary;

import com.DragonFire.config.DFConfig;

import com.DragonFire.entity.living.villager.VillagerCareerMusician;

import com.DragonFire.item.armor.backpack.KeyBindBackpack;

import com.DragonFire.listener.\*;

import com.DragonFire.network.DragonFirePacketHandler;

import com.DragonFire.proxy.Common;

import com.DragonFire.render.DFRendering;

import com.DragonFire.utility.Util;

import java.io.File;

import net.minecraft.block.Block;

import net.minecraft.enchantment.Enchantment;

import net.minecraft.item.Item;

import net.minecraft.item.crafting.IRecipe;

import net.minecraft.potion.Potion;

import net.minecraft.potion.PotionType;

import net.minecraft.util.SoundEvent;

import net.minecraft.world.biome.Biome;

import net.minecraftforge.event.RegistryEvent.Register;

import net.minecraftforge.fml.common.Mod;

import net.minecraftforge.fml.common.Mod.EventHandler;

import net.minecraftforge.fml.common.Mod.Instance;

import net.minecraftforge.fml.common.SidedProxy;

import net.minecraftforge.fml.common.event.FMLInitializationEvent;

import net.minecraftforge.fml.common.event.FMLPostInitializationEvent;

import net.minecraftforge.fml.common.event.FMLPreInitializationEvent;

import net.minecraftforge.fml.common.event.FMLServerStartingEvent;

import net.minecraftforge.fml.common.eventhandler.SubscribeEvent;

import net.minecraftforge.fml.common.registry.VillagerRegistry.VillagerProfession;

import net.minecraftforge.registries.IForgeRegistry;

@Mod(modid = DragonFire.MODID, name = DragonFire.NAME, version = DragonFire.VERSION)

public class DragonFire {

public static final String MODID = "dragonfire";

public static final String NAME = "Dragon Fire";

public static final String VERSION = "0.0.1";

public static final String PACKAGE = "com.DragonFire";

public static final String PROXY = PACKAGE + ".proxy";

public static final String CLIENT = PROXY + ".Client";

public static final String SERVER = PROXY + ".Server";

@Instance

public static DragonFire INSTANCE = new DragonFire();

@SidedProxy(clientSide=CLIENT, serverSide=SERVER)

public static Common proxy;

public static final DragonFirePacketHandler PACKET\_HANDLER = new DragonFirePacketHandler();

public static File FOLDER;

@EventHandler

public void pre(FMLPreInitializationEvent e) {

FOLDER = e.getModConfigurationDirectory();

DFConfig.load();

Util.regEvents(this,

new DFRendering(),

new ListenCustomEvents(),

new ListenCustomDrops(),

new ListenCustomEnchants(),

new ListenCustomLoot(),

new ListenCustomTarget(),

new ListenCustomCrafting(),

new ListenCustomPotions(),

new ListenCustomItems(),

new KeyBindBackpack()

);

proxy.pre(e);

}

@EventHandler

public void init(FMLInitializationEvent e) {

proxy.init(e);

}

@EventHandler

public void post(FMLPostInitializationEvent e) {

proxy.post(e);

}

@EventHandler

public void start(FMLServerStartingEvent e) {

e.registerServerCommand(new CommandOreDictionary());

}

@SubscribeEvent

public void items(Register<Item> e) {

IForgeRegistry<Item> ifr = e.getRegistry();

proxy.items(ifr);

}

@SubscribeEvent

public void blocks(Register<Block> e) {

IForgeRegistry<Block> ifr = e.getRegistry();

proxy.blocks(ifr);

}

@SubscribeEvent

public void recipes(Register<IRecipe> e) {

IForgeRegistry<IRecipe> ifr = e.getRegistry();

proxy.recipes(ifr);

}

@SubscribeEvent

public void potions(Register<Potion> e) {

IForgeRegistry<Potion> ifr = e.getRegistry();

proxy.potions(ifr);

}

@SubscribeEvent

public void potionTypes(Register<PotionType> e) {

IForgeRegistry<PotionType> ifr = e.getRegistry();

proxy.potionTypes(ifr);

}

@SubscribeEvent

public void enchantments(Register<Enchantment> e) {

IForgeRegistry<Enchantment> ifr = e.getRegistry();

proxy.enchants(ifr);

}

@SubscribeEvent

public void sounds(Register<SoundEvent> e) {

IForgeRegistry<SoundEvent> ifr = e.getRegistry();

proxy.sounds(ifr);

}

@SubscribeEvent

public void biomes(Register<Biome> e) {

IForgeRegistry<Biome> ifr = e.getRegistry();

proxy.biomes(ifr);

}

@SubscribeEvent

public void villagerProfessions(Register<VillagerProfession> e) {

VillagerCareerMusician vcm = new VillagerCareerMusician();

vcm.register();

}

}