# Sweet Potato Mod

by @ Pigeonia Featurehouse

## Releases:

alpha.1a
alpha.1b
alpha.1c
alpha.2a
alpha.3a
alpha.3b
beta-1.0.0
1.0.1
1.0.2
Xmas 20
1.0.3
1.1.0
beta-1.2.0

## Repositaries:

/sweet_potato-release
/sweet_potato-sourse
/sweet-potato-sourse-specialRelease
/featurehouse.github.io
/sweet_potato-issueTracker
/sweet_potato-secfile
/Pigeonia-linkage-standard
/sweet_potato-pubfile
/Featurehouse-starter

## Webs:

https://featurehouse.github.io

https://github.com/Featurehouse

https://curseforge.com/minecraft/mc-mods
/sweet-potato

https://www.mcbbs.net/thread-1132417-1-1
html

# Sweet Potato Mod 第1次作有大会、01 Sep 2020
1st congress of SPM ☆ ✳

## 1. Diffration

| Purple | | | Red | | | White | | |
|---|---|---|---|---|---|---|---|---|
| R | B | E | R | B | E | R | B | E |
| Hunger | 38 | 7 | 4 | 7 | 6 | 2 | 7 | 6 |
| Sat. | 6 | 9.6 | 8.5 | 5 | 9 | 8 | 4 | 9.3 | 8.3 |
| Comp. | 35 | 10 | 60 | 30 | 10 | 05 | 25 | 10 | 50 |
| Grind | 3 | / | 5 | 26 | / | 5 | 22 | / | 5 |

When Spawn Purple < Red < White

Range 1 : 3 : 5

Spawn add :
{ mansion
  stronghold
  ocean wasts

## 2. Magic Cube

GUI :

A 0    B 1    C 2

x 3              Y 4
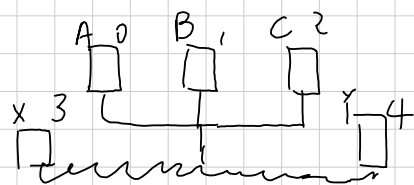
```
if (SweetPotatoType.kindsome (A,B,c) && !until.ItemHelper.has (A,B.)
    if (x.asItem == SPMItem.PEEL )){
        x.decrement (1);
        A.decrement (1);
        B.decrement (4);
        C.decrement (1);
    delay 10 sec
    if (Y.asItem == objects.SPMItem.POTATO_POWDER) {
        Y.decrement (1);
    }
    when done {
        if right {}
            calc (A,B.C, fire, [uicetime] true)
        }else{
            calc (A,B.C, fire, [incefire] true)
        }
    }else{
    STOP
}
```

Enchant
30+10 / 40+10 / keep
30-2x } kill

# 3. Grinder

Silk touch keep Grind Level

# 4. Enchanted Sapling

Trunk keep & Register leaves
- Gold Apple
- Enchanted Sapling
- Leaves _ _ _ _ _ _ shears
- Enchanted Leaves   silk touch

# 5. other

Baked Peel → Peel (Combine)

# Sweet Potato Mod 第2次作者大会 10. Oct 2020
## nd congress of SPM

1. Contract
   a) After agency. contrat will last for 5 years
   b) If contrat resign. contract last one more year.
   c) After angency. augent must put down the agent files in 10 weekday.
   d) Add privlage
   e) W? Java

   If don't, payment + sent web

   Plegery : 40% ↑

2. alpha. 3b wiki
   a) Crafting table
   b) format ⎫ magic Cube
   () changes ⎬ Grinder (No use)
             ⎭ Agroforestry Table
               Sweet Potato varient + kiwi's @ achancem
               Potato Powder Rel
               Reel Bake Peel
               Enchanted Sapling

# Sweet Potato 第3次筹备大会  26.oct 2020
## th congress of SPM ☆

1. mcbbs.net
   a) New thread (description)
      wiki: Spoiler or web
   b) Rel old thread, add link

2. github.com
   a) New public repostary
   b) Old repsitay add README

3. mcmod.cn
   a) New page

4. reddit.com
   a) Rel

5. Curseforge.com
   a) New project?

6. New list
   a) Author : Pigeonica Featurehouse
   b) Contributor : Teddyroland lee, Rayana ···
   c) Collabrator : ··· ··
   d) Supporter : immibis ···

7. bugs & features in beta-1.0.0
   a) wheat ⟺ beedrood
   b) Grinder GUI shade
   c) 1.16.3 FML lib dependency
   d) Magic Cube tick
   e) Agroforestry Table recipie miss
   f) Grinder grinding texture
   g) lang file Update
   h) Enchanted Sweet Potato TEXTURE

# Christmas Special Release ✱

Version: 1.0.2

Time: STD 2020-12-25T 00:00:00 +08:00

SET 2020-12-25T 00:00:00 +00:00

Mc Version: 1.16 1.16.1

1.16.2 1.16.3 1.16.4

20w45a 20w46a

Theme = Christmas {
  Textures
  lang
  Loottable
}

## 1. GUI

a) Spruce board

b) Snow

## 2. Christmas tato

a) trigger : mainhand {
  White 10%
  Red 6%
  Purple 5%
}

offhand : treating bow

---

Cross to villager

↳ yes {
  Christmas Tree Saply 25%
  Hero of the Village 40%
  Sweet Potato Powder 25%
  Christmas Sock 10%
}

Subtital Merry Christmas

no subtital Mumbal

b) treating bow ×3



## 3. Christmas Tree

a) Give only from Christmas tato

b) Add Christmas_tree_sapling
Christmas_tree_leaves {
  gifted
  ungifted
}

c) gen use small spruce

when leaves spawn → HASH

d) give gift only { naturally dispawn
                    break

e) gifted loot { Christmas Sock        40%
                 stick                 30%
                 apple                 10%
                 Christmas Tree Sap    20%

## 4. Bundled Sock

a) Obtain: Chrismatats & Tree (NBT)

b) Change texture of Peel

c) NBT Stack

d) table   3 Slots  

Baked Purple Sweet Potato  2-5   4%  1
Baked Red Sweet Potato     2-5   12% 3
Baked White Sweet Potato   2-5   36% 9
Cake                        1    8%
Wheat                      2-4   19%
Poppy
Enchanted Carrot           1-2   9%
Enchanted Potato            1    1%
                            1    1%

Textures:

[GUI] Grinder
[GUI] Agroforestry Table
[item] Peel
[item] Sweet Potato
[i&b] Christmas Tree Sapling
[i&b] Christmas Tree Leaves x2

[item] Bundled Sock

[item] Treaty Blow

Lang:

Chritmas-tree-sapling : 圣诞树苗;
        Christmas Tree Sapling: 圣诞树苗
chritmas-tree-leaves: 圣诞树叶;
        Christmas Tree Leaves: 圣诞树叶
peel: 圣诞末; A Christmas Sock.
        Bunded Sock; 圣诞袜
treaty-bowl: 许愿研究; Treaty Bowl; 墙养皿

# Advancements:

1. Merry Christmas     Goal: Enter the game with SPM Xmas20
   圣诞快乐    CRed    icon: gifted_christmas_tree_sapling

2. Sweet Potato is Cold   Goal: Obtain a Sweet Potato
   地瓜的新衣      icon: red_potato

3. Make a Wish      Goal: Obtain Treaty Bloon
   许个愿吧      icon: treaty_bowl

4. Christmatato?     Goal: Christmatato. yes
   Christmatato?     icon: treaty_bowl

5. Plant a Xmas Tree   Goal: Obtain Xmas tree sapling
   种下一颗圣诞树    icon: christmas_tree_sapling
   插树苗

6. A gift from Santa   Goal: Obtain bundled sock
   圣诞老人的礼物    icon: bundled sock

```
              ┌3┐─┌4┐
┌1┐─┌2┐─<
              └5┘─└6┘
```

# Xmas Release

07:30 start   open 1. c/sp 3 release
                 2. r/sp release
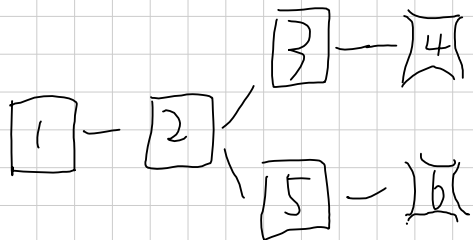                 3. mcbbs desc
                 4. c/sp desc
                 5. mcbbs edit
                 6. r/sp en desc edit
                 7. r/sp zh desc edit

# 1.0.3 ✳

1. textures change { Sweet Potato
   Reel
   Powder

2. Biome diffrency { Enchanted Leaves add
   Sugar cane ?

3. Xmas Treaty bow add

4. "Balanced Diet" del Enchante Swe Pom

5. Enchanted Suga. Can dnrability ?
   { only broken
   -1-block
   Silk touch

6. bug fix { 0014
   0019
   0018 (choose)
   0017 (chose)
   0010

---

2020 | 2021

# Sweet Potato
# 2021

Releases:

1.0.3
1.1.0
beta-1.2.0

# Sweet Potato Mod 第4次作情大会th congress of SPM

30 Dec 2020

## 1.1.0 Design

1. Enchanted Trees

   (Use Gen) Enchanted Sapling need silk-touch
   & Enchanted Leaves

2. Bug fix :

   SPM-B018 Grinder Pops
   SPM-B002 Grinder GUI

3. Recipe of Treaty Blow Del

4. Other

   Shirlin

5. If Possible

   a) Statistics

   1. Agro open
   2. Agro Upgrade
   3. Grinder open
   4. Sweet Potato Eaten

   b) Sounds

   1. Grinding
   2. Magic Cube Activate
   3. Magic Cube Unactivate

   c) Grinder Properties

   d) Bug fix SPM-B011 Sweet Potatos Lorr

1. 1.1.0 Release

  Date: 2021-01-25T17:00:00+8:00

  To Do: a) Vidd { teddyxland Lee } bilibili
                        { zh-cn }
               Rayawn { en-us -> YouTube } GMT+8 17:00

     b) Log - Recent

     c) Log

     d) desc techmlz xlnn -> Run s

2. 1.1.1 Design

a) Bug fix?

b) Sounds? -> Rayawn

c) GitHub issue publish (clear

d) READMEs

e) Log recent

3. Web

  a) featurehouse.org

  b) Rayawn.github.io ← deepress (theme)

  c) structure
     /static/
     /spm/ } ☆
    /.gitignore
    /icon
    /index
    /404
    /en/

   /X. index
    /wiki/ index
       / . . . .
    /css/css
    /image/icon
       /wiki/

Finish Merge

head Rayama _github.io
    ⌄
base Feature house _github.io

SPM Render

    (sidebar)


4. NetEase

1. Hu's Release {Give 1.14 & 1.15
                 {
                 {1.16 ask?

NetEase 1.16  ⤴

2. Release on NetEase ?


5. Other

    a) pubfile

    b) Starter C++ Chang

    c) Starter Java

    d) ... ?

# [Design] alpha.5Tv *

Name: alpha.5Tv

Release Time: 2021-03-31T

Version: 20w14i
        21w14i
        1.16.1
        1.16.5
        Latest SSS

[4 week dev] / week

Design: 1. Allsounds    2h
        2. New Ore    5h
        3. Horse Bucket    1.5h
        4. Steve Spawn Egg    0.5h
        5. Agroforestry table    1.5h
        6. Grinder Explode    1h
        7. Microstone    .5h
        8. Wither V    0.2h
        9. NullPointer Exception +114514    2.0h
        10. Sweet_potato:Kotlin    0.5h
        11. Elevater Block    3h
        12. Deep Dark Fantacy    2.5h
        13. Advancements/Subtitles/chat [?]

# 1. All Sounds

Subtitle: Server Crashing....

ID: Server_Crasher.ogg

Combine: Server Event

block.Magic_cube.activate +

block.Magic_cube.ambient +

block.Magic_cube.Unactivate +

block.Grinder.grind +

Crop_upgraded

$W.T \% 8160 == 805$

---

# 2. New Ore

Name: Curse Forge

Usage: 1. Craft Grinder

2. Steveveve Spawn Egg

3. Micro ~~powerful axe~~ hammer

4. Kotlin

5. Deep Dark Fantacy

---

World gen: Redstone

Tools: Iron Pick

Smelt mmmm....

Block: Block of Cursforge

[Ingot]  -> [🔲]

---
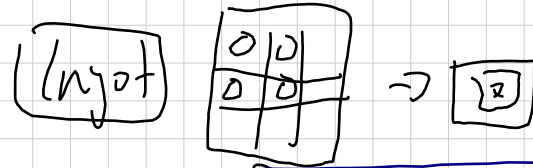
# 3. Horse Bucket

use OnEntity>

Using a bucket + shift on a horse will put the horse in to the bucket with NBT /kick @pas-senger?)

10% swallon horse

Subtitle: bucket: hungry

---

# 4. Steve Spawn Eggs

strength: 2.50F

Craft:

 -> [🔲]
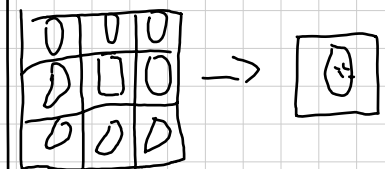
death:

5% spawn small zombie_village

---

# 5. Agro. Pigeon

Summon: (~, ~2, ~)

NBT: {"spmtool2l:pigeon": 1b}

If died: send 16metres

---

# 6. Grinder Explode

2.0F <- strength
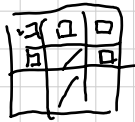
DATA=50: explode -> 50

send 256m

javaJang.StackFlowError

## 7. Microstone

a) Microhammer

 → dur: 109

Left click rocks* to crack

1st time 100% crash to
crashed stage
then 30%/cnt to drop

*Rocks 1.16+ cobble, stone, granite diorite
andesite, blackstone, basalt
1.17+ tuff, calcite, deepslate
smooth basalt

b) Microstone
Break rocks* y Microhammer: 14/cnt
as block: like candles (Any pickaxe)
Replace Grinder.s recepeene Smooth Stone
Slab
to Minute Two
NPE in Agro ⊘ + ▫ = 🌑

## 8. Wither ∨

Every Enchanted Smut Potion will
have a Wither ∨ effect.
(1000‰)

## 9. Null Pointer Exception +114514

Craft

f(x): point to 11.14

right click → NPE
Place dat → I tell you
not to
rgt click!

114514
force replace block in 11.45.14
only once: level.dat
Spawn new-pig  effect: micraft:
glowing

## 10. Kotlin ☒
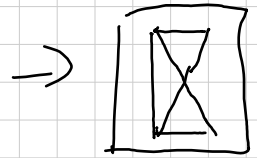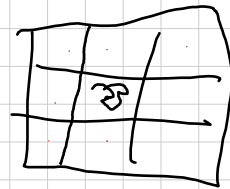USE REEAALLLL
Kotlin language
→ MOD DEPENDENCY
ADD fabric-language-kotlin
AVOID throw java.lang.NPE
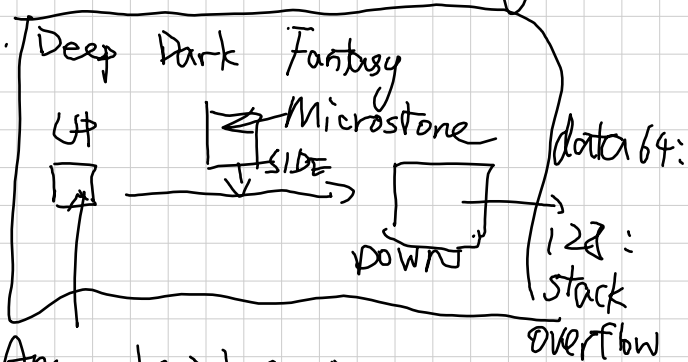chat: NPE is blocked by Kotlin!
Craft:

 → ☒

## 11. Elevator Block
USE
Drop: Iron Pickaxe
↑a block/blok by blocks
If drop over: up again
without damage
(Shift: no damage toooo)
worldgen: ✓

## 12. Deep Dark Fantasy



Deep Dark Fantasy

UP → SIDE → Microstone → DOWN

data 64:
128: stack overflow
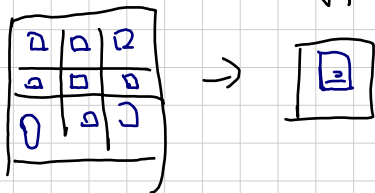
Any material = STONE
+1 / item

## Usage of Stone Nugget:

If in inventory: every 10 ticks:
75%: Apply ture maan effect
which can avoid being killed
by Stone Nugget, with an
rest advancement
25%: die (out of world)
show: YOU ARE NOT A
TURE MAAN

Craft:



---

## Subtitles:

1. [sub] #1 All sounds combine

Server Crashing······
服务端崩溃中······

2. [sub] #3 horse bucket

Bucket: hungry

桶：进食

3. [chat] #6 Grinder Explode

java.lang. StackflowError
java.lang. StackflowError

## Death:

#4

#6

#12

---

5. [chat] #9 NPE
Client Closed: java.lang.Null
Pointer Exception
客户端崩溃: java.lag.Null Pointer Exce···

I told you not to right
click·····
我告诉过您不要右键它·····

6. [chat] #10 Kotlin

Null Pointer Exception prevented by
Kotlin!

Null Pointer Exception 被Kotlin
阻止了!

GUI:
#12 Deep Dark Fantace

# Advancements

1. #2

 Icon: Fabric

 Title: The duty of Fabric

 Desc: Curse    Forge

2. #7

 icon: Microstone

 Title: Microstone!

 Desc: Try to hit the rock

3. #9

 icon: loadstone compass

 Title: Do not try to click it

 Desc: Java.lang. StackOverflow Error

Lang of alpha.5元:

block.SPMFools21.curseforge-block: Curseforge Block; Curseforge 块
block.SPMFools21.curseforge-ore: Curseforge Ore; Curseforge 矿石
block.SPMFools21.deep-dark-funtacy: Deep Dark Fantacy; Deep Dark Fantacy
block.SPMFools21.elevater-block: Elevater Block; 电梯方块

item.SPMFools21.curseforge_ingot: Curseforge Ingot; Curseforge 锭
item.SPMFools21.horse-bucket: Horse Bucket; 马桶
item.SPMFools21.kotlin: Kotlin; Kotlin
item.SPMFools21.microhammer: Microhammer; 微石锤
item.SPMFools21.microstone: Microstone; 微石
item.SPMFools21.nullpointerexeption: Null PointerExeption; Null Pointer Exeption
item.SPMFools21.steve_spawn_egg: Steve Spawn Egg; 史蒂夫刷怪蛋
item.SPMFools21.stone_nugget: Stone Nugget; 石粒

entity.SPMFools21.glowing-pig: Glowing Pig; 荧光猪

# 1.2.0 Release

## 1. Release

a) Time: 2021-03-10T 18:00:00 +8:00

b) Uidd:

beta -1.2.0 { Rayang { en-us — future, zh-cn } bilibili } GMT+8 18:00

teddy×laradke →zh-cn

c) log-recent:

d) log:

e) Resc: Need change accrod wiki

print
↳ edit

## 2. web

a) Wiki
/spm/ wiki /
/spm/desc/
/Shurlin/

/wiki/versions/
(wiki/ ...

## 3. Repository

a) Add issue
b) Secfile Release update
c) Sefile Wrong Name Update
d) UiDD Split
e) Secfile Update branch
f) Secfile sync
g) Pubfile Update
h) Discussiun chk
i) README chk
j) mcbbs update
k) mcbbs reply
L) curseforge reply
m) donate chk

## 4. Other

a) Net Ease
b) Guruw HR
c) Tea house
d) Refer

# Log 1.2.0

> 为魔法锅添加了新的功能

> 添加了音效：魔法锅激活、魔法锅熄灭、研磨器研磨、农耕台升级

> 添加了 SPM- ，现在大部分配方可通过获得特定的原料解锁。

> 现在依赖 Minecraft 1.16.5-1.16.2的模组发行版与 Shurlin 模组联动.

> 将模组类文件的主体从 io.featurehouse 迁移至 org.featurehouse

> 现在支持1.17-1.16.2的模组发行版依赖 >0.30.0 版本的 Fabric API；支持1.17快照的模组发行版现在仅兼容 21w05a及以上 Minecraft 版本.

> 提高了与其他模组的兼容性.

> 提高了连接在服务器的稳定性

---

> 将本地化翻译组件迁移至 Crowdin: https://crowdin.com/project/spm

> Added the function of magic cube

> Added sounds: Magic Cube Activat. Magic Cube Unactivate Grinder grinds and Crop Upgraded

> Added SPM- , Now most of the recipes in the mod can be granted by obtaining specific ingredients.

> Now release depend Minecraft 1.16.5-1.16.2 make linkage with Shurlin Mod

> The main part of Java classes are transfer from `io.featurehouse` to `org.featurehouse`.

> Now releases support 1.17~1.16.2 depend on Fabric API >0.30.0, while release support 1.17 snapshots depend on Minecraft 21w05a or above.

> Improve compatibility with our mods.

> Improve stability on dedicated servers.

> Transfer localizations to Crowdin: [URL]

After 1-2.0

# Sweet Potato Mod 第6次作教大会
th congress of SPM ☆ ✳

Design: 2.0.0

Overview: 2.0.0 will be the biggest update since SPM's history, mod need new things.
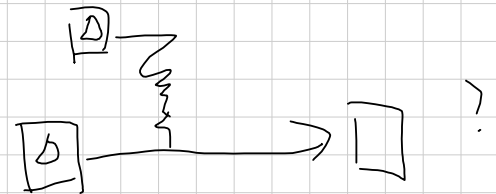
Brain storm:

a) Sweet Potato ⌐ Raw —Eat→ Raw Sweet Potato
    —Sugar→ Sugar Raw Sweet Potato
    —Cut→ 地瓜丝 —Cut/Grind→ 地瓜干
        Sweet Potato Powder

  Baked —Eat→ Baked Sweet Potato
    —Sugar→ 拔丝地瓜 —Eat→ 拔丝地瓜
      to I
        —Egg→ 蛋拔丝地瓜
      Sweet Potato Chips

  Enchant

  ... (More magic)

b) Extractor

  Similar to Shurlin's Extractor

  Use Sweet Potato Powder to extract

  

  ?

  Extractant use as upgrade
        enchant.

c) Trigger Magic Effects after obtaining all Sweet Potato Things

d) Grinder & Magic Cube lock with red Stone

e) Add Book

Settings: Book Slot

Craft ?

f) dimension

Celest { Celestial Island        Celestial island: Celestial stone ?

Forest                                            Cobb )

Montain

___ (and?)

min Y = 10 000    Max Y =

Mob: ___ Cube ?

Portal: ?

Structure:

Cnt Sleep cuz day (cirle but still noon)