MC MOD #1

Block-Break Message

Objectives

- Create the Main File
- Create the Event Handler
- Run & Verify the Mod

Creating the Main File

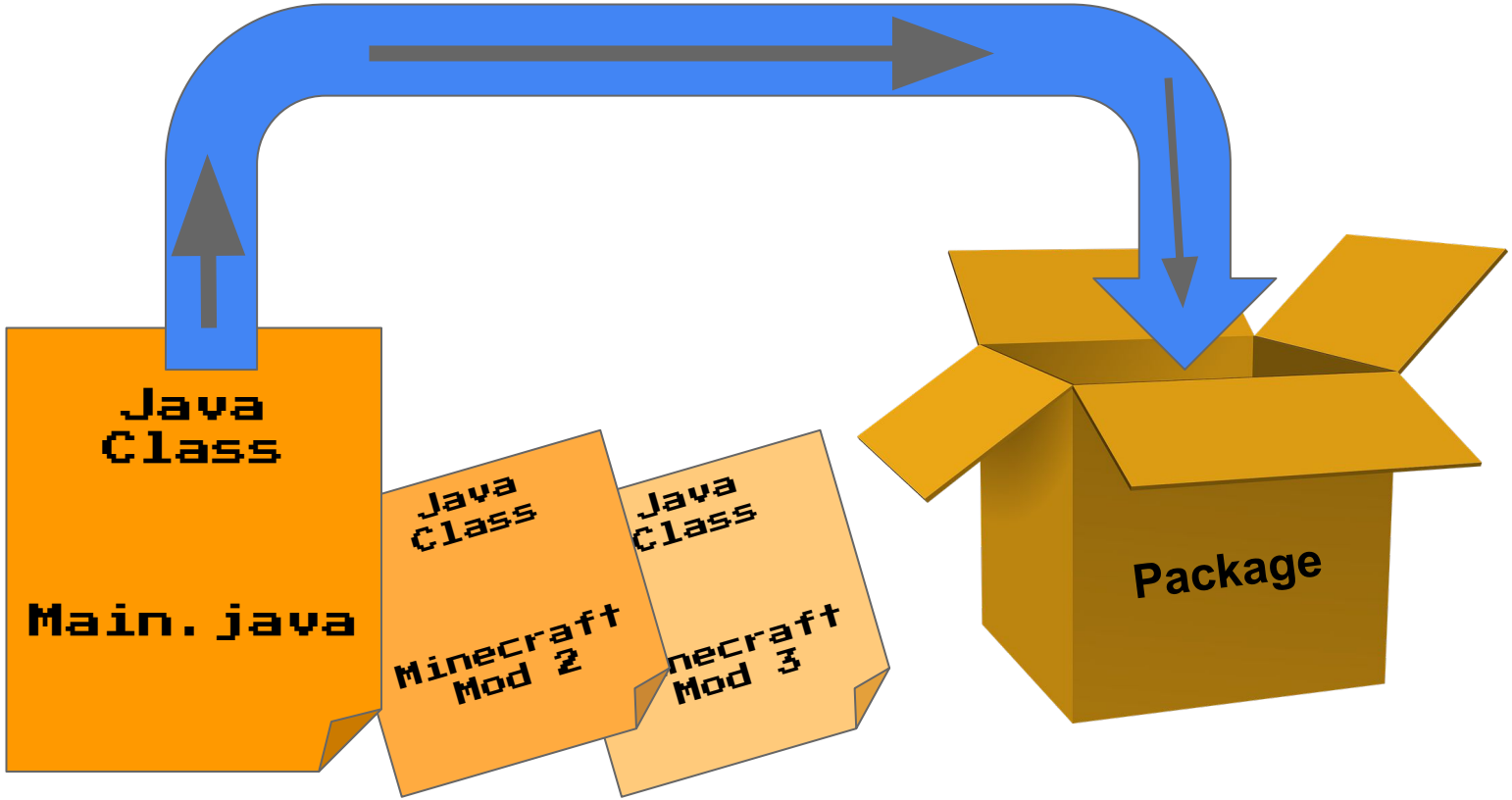
The Most Important File

- This is the first file your mod goes to

  because it has a method that gets called when the game starts

- Typically, a group of mods will have one main file

Each Java File needs to Exist in a Package



Let’s create the new Java Package

In Eclipse,

1. **Right-click** the **`src/main/java`** folder
2. And navigate to **New → Package**

Name: org.devoxx4kids.forge.mods

3. Click Finish

Let’s Create the new Java Class: Main

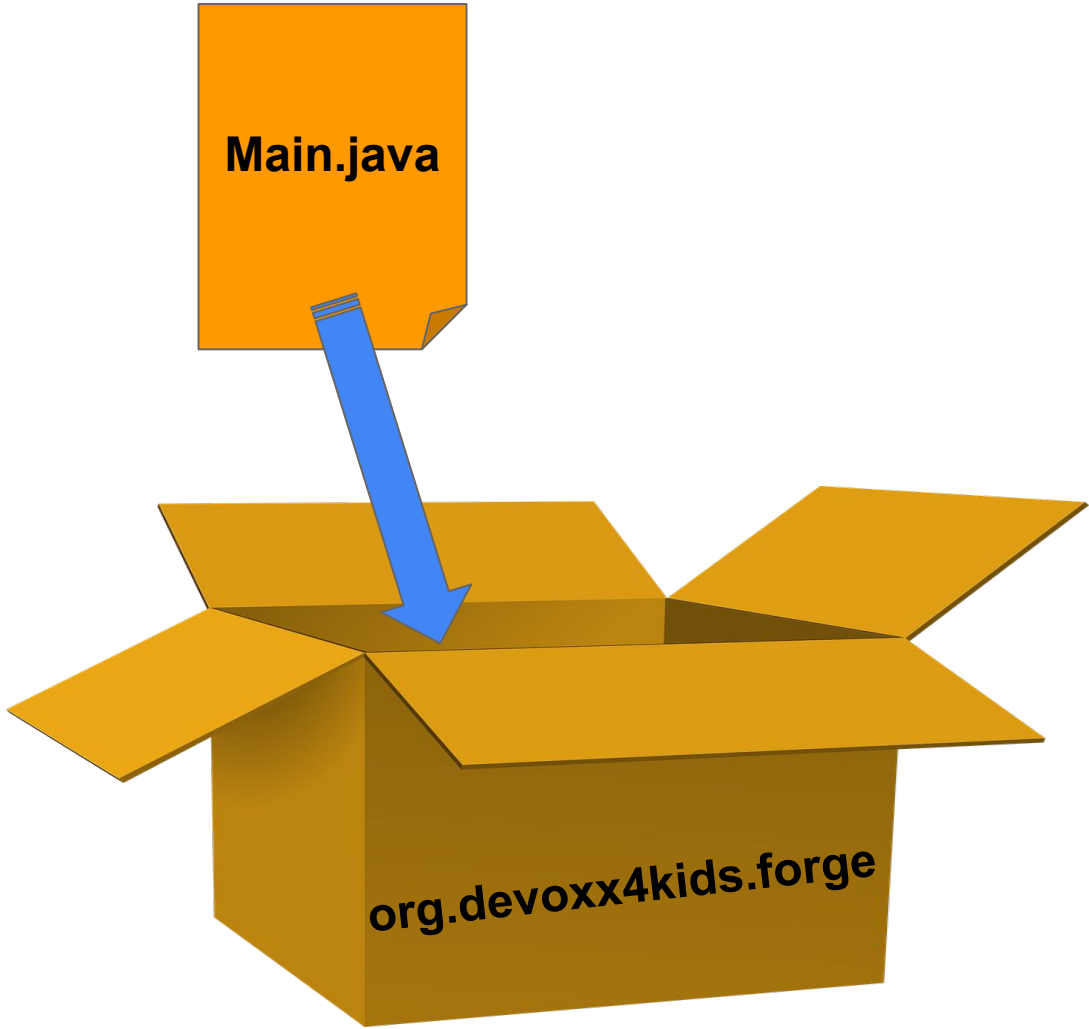
In Eclipse,

1. **Right-click** the new package
2. And navigate to **New → Class**

Name: Main

3. Click Finish

- This Main file that will register all the event handlers we'll make


Main.java
org.devoxx4kids.forge

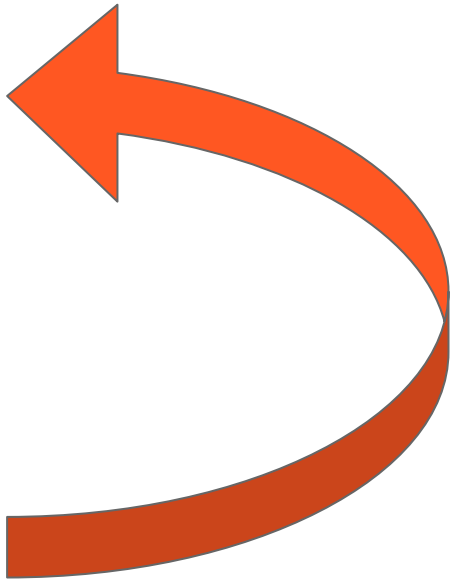
What we have:

```
package org.devoxx4kids.forge.mods;

public class Main {



}
```



What we need to add:

```
public static final String MODID = "MyMods";
public static final String VERSION = "1.0";
```

Right after the line that says `public class Main {`

What we should have so far

```
package org.devoxx4kids.forge.mods;

public class Main {

    public static final String MODID = "MyMods";
    public static final String VERSION = "1.0";


}
```

We added two variables

1

```
public static final String MODID = "MyMods";
```

This is the mod's unique identifier to separate it from other mods

2

```
public static final String VERSION = "1.0";
```

This just sets a variable to our current version of our mod. In this case, 1; we can update it later

```java
package org.devoxx4kids.forge.mods;

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

@Mod(modid = Main.MODID, version = Main.VERSION)
public class Main {
    public static final String MODID = "MyMods";
    public static final String VERSION = "1.0";

    @EventHandler
    public void init(FMLInitializationEvent event)
    {

    }
}
```

Adding the Event Handler

Let's make our first mod!

Block-Break Message

Adding the Event Handler

Forge mods are created by listening to events

Events happen when something happens in your world (e.g., when a block breaks, an entity explodes, a zombie dies, or a player sends a message)

Forge can listen to these events and perform some action when they happen

Every time you break a block, a message you create is sent out to the screen

Every event handler is

Just a method in a Java class that “handles” an event, or carries out the action you intended when that event occurs

Forge provides ***event buses*** where these handlers are read

3

Steps are required for an event handler

1. Create a Java class for handling an event
2. Add methods that handle different events.
    a. Each method must meet two criteria:
        i. A parameter that can identify the type of event
        ii. Note with the @SubscribeEvent
3. Register the event handler on the event bus

- In other words, the tour bus knows to stop at that bus stop
- And the passengers go outside to see the tourist spot