



Minecraft MOD #1

Block-Break Message

Objectives

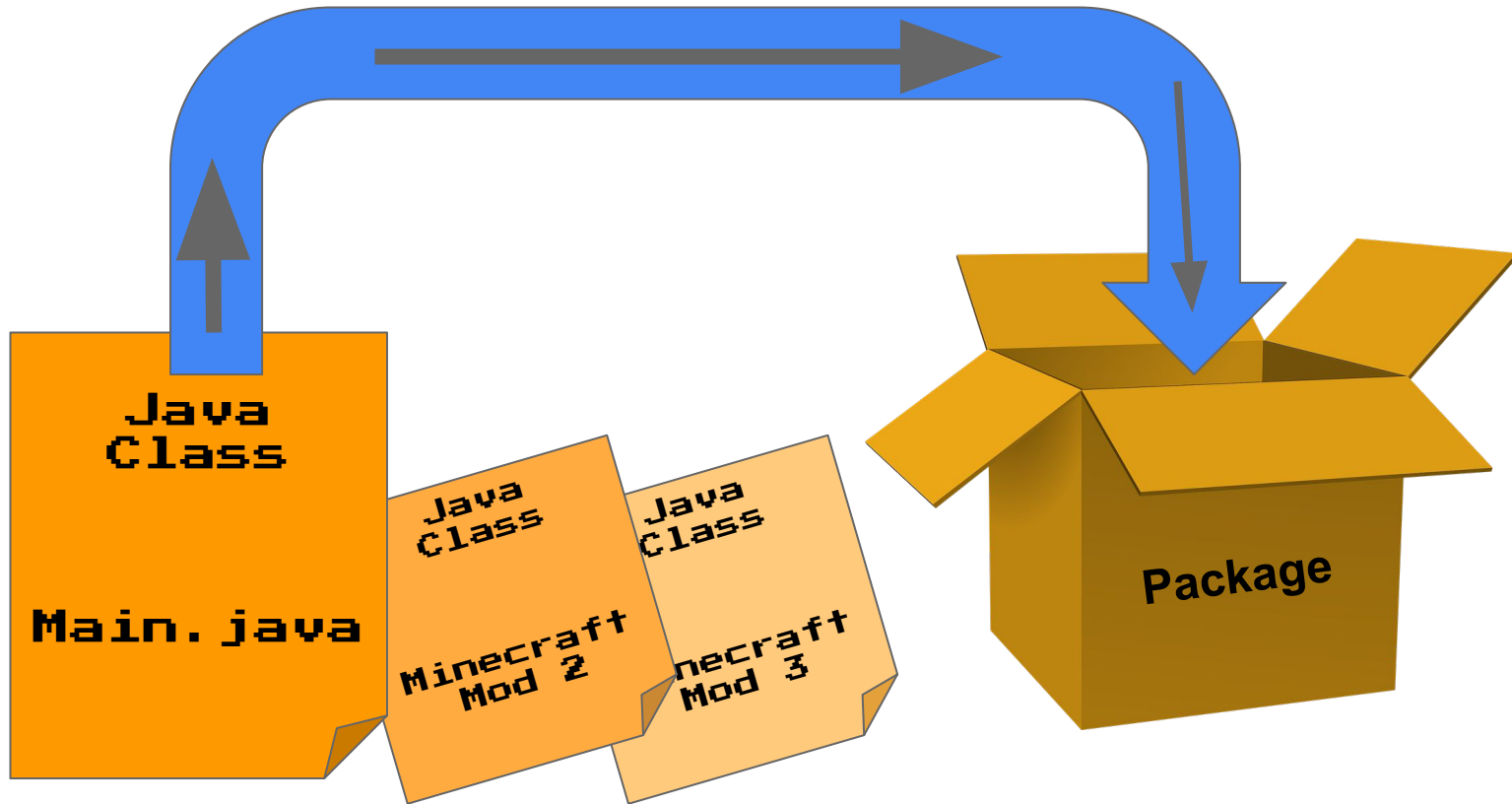
- Create the Main File
- Create the Event Handler
- Run & Verify the Mod

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**

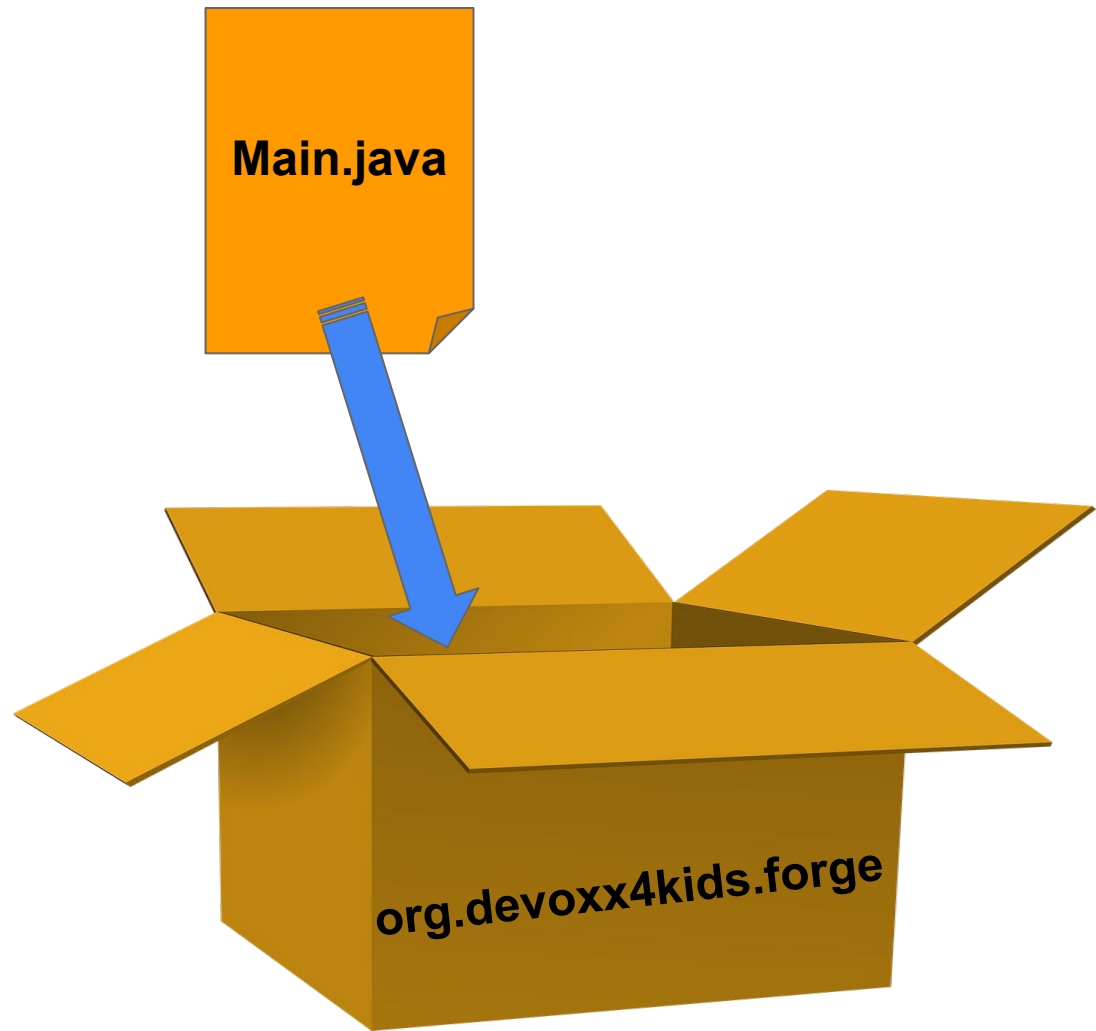
In Eclipse,

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



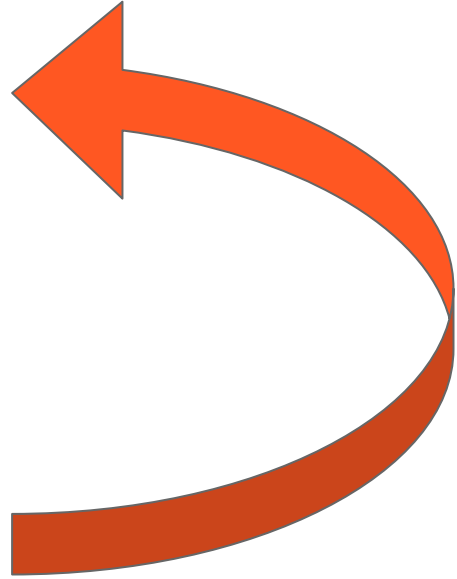
What we have:

```
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

```
1 package org.devoxx4kids.forge.mods;
2
3 import net.minecraftforge.fml.common.Mod;
4 import net.minecraftforge.fml.common.Mod.EventHandler;
5 import net.minecraftforge.fml.common.event.FMLInitializationEvent;
6
7 @Mod(modid = Main.MODID, version = Main.VERSION)
8 public class Main {
9     public static final String MODID = "MyMods";
10    public static final String VERSION = "1.0";
11
12    @EventHandler
13    public void init(FMLInitializationEvent event)
14    {
15
16    }
17 }
```

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