

BlockAfterBlock / mod_ExampleMod.java

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<> Code

Revisions 2

Stars 1

Forks 1

mod_Example



mod_ExampleMod.java

```
// Example ModLoader Mod by BlockAfterBlock (for #mcp-modding irc)
// Shows adding a block, an item, custom textures, adding a recipe,
// adding a smelting recipe, AND ADDING AN ENTITY.

package net.minecraft.src;

public class mod_ExampleMod extends BaseMod
{
    //This can be almost anything to my knowledge. I just put version of Minecraft.
    public String Version()
    {
        return "1.5_01";
    }

    // In parenthesis is the Block ID followed by the texture (BlockID,Texture)
    // Block IDs can go up to 255
    // .setHardness = The blocks hardness, how long it takes to destroy (Stone is 1.5F)
    // .setResistance = How resistant a block is to explosions (Stone is 10F, obsidian is 20F)
    public static Block ExampleBlock = new ExampleBlock(100,0).setHardness(5.0F).setResistance(10.0F);

    // In parenthesis is the Item ID
    // Item IDs can go up to 32000
    // Add .setIconCoords(int,int) if you want to make it look like a item already in /gui/items.png
    public static Item ExampleItem = new ExampleItem(5000).setItemName("ExampleItem").setIconCoords(0,0);

    public mod_ExampleMod()
    {
        //You need to register your block (Only for blocks)
        ModLoader.RegisterBlock(ExampleBlock);
        //Now lets set the textures for the block and the item
        ExampleBlock.blockIndexInTexture = ModLoader.addOverride("/terrain.png", "ExampleBlock.png");
        ExampleItem.iconIndex = ModLoader.addOverride("/gui/items.png", "ExampleItem.png");
        //Lets add their in-game names
        ModLoader.AddName(ExampleBlock, "Example Block");
        ModLoader.AddName(ExampleItem, "Example Item");
        //We want ExampleItem to smelt into ExampleBlock (For a block do this -- block.
```

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        ModLoader.AddSmelting(ExampleItem.shiftedIndex, new ItemStack(ExampleBlock, 1), new Object[] {"XXX"})
//And finally, the recipes (Make sure you do exactly how I do it)
        ModLoader.AddRecipe(new ItemStack(ExampleBlock, 1), new Object[] {"XXX"})
//The block should be crafted like this --
//[dirtblock][dirtblock][dirtblock]
//[ nothing ][sandblock][ nothing ]
//[dirtblock][dirtblock][dirtblock]

//Now we need to register the entity ID
        ModLoader.RegisterEntityID(EntityExample.class, "ExampleName", ModLoader.EntityIDType.monster)
//Now for the spawning. First goes the name of the class (EntityExample), then the ID, then the creature type
        ModLoader.AddSpawn(EntityExample.class, 3, EnumCreatureType.monster, 1, 1, 1)
    }

//Time to add the render
public void AddRenderer(Map map)
{
    map.put(LMHBarbarian.class, new RenderBiped(new ModelBiped(), 0.5F));
}

}

//There you go, you're done. Make sure you make a ExampleBlock and ExampleItem class!

```