

Creating a new food

Spoiler (click to hide)

This is how to create a new food like a cookie.

If you want to understand more, read the new item tutorial and the crafting recipe tutorial.

Mod_mymod.java

```
package net.minecraft.src;

import java.util.Random;

public class mod_mymod extends BaseModMp
{
    public static final Item Cookie = (new ItemFood(17005, 10,
true).setIconIndex(ModLoader.addOverride("/gui/items.png", "/Mods/Cookie.png")).setItemName("Cookie"));

    public void load()
    {
        ModLoader.addName(Cookie, "Cookie");

        ModLoader.addRecipe(new ItemStack (Cookie, 1), (new Object[] {
            "WWW", "XXX",Character.valueOf('X'), Item.sugar,
Character.valueOf('W'), Item.wheat }));
    }

    public String getVersion()
    {
        return "Random";
    }
}
```

The number 10 in the public static final Item cookie means the number of half heart your food will give you.