Part 3 (Armor)

This is how to create your own armor with it own properties.

mod_mymod.java

```java
package net.minecraft.src;

import java.util.Random;

            public class mod_mymod extends BaseModMp
            {
                    public static final Item DirtHelmet = (new DirtItemArmor(17000,
EnumDirtArmorMaterial.DIRT, ModLoader.addArmor("dirt"),
0)).setIconIndex(ModLoader.addOverride("/gui/items.png", "/Mods/DirtHelmet.png")).setItemName("Dirt Helmet");
                    public static final Item DirtChest = (new DirtItemArmor(17001,
EnumDirtArmorMaterial.DIRT, ModLoader.addArmor("dirt"),
1)).setIconIndex(ModLoader.addOverride("/gui/items.png", "/Mods/DirtChest.png")).setItemName("Dirt Chest");
                    public static final Item DirtLegs = (new DirtItemArmor(17002,
EnumDirtArmorMaterial.DIRT,
ModLoader.addArmor("dirt"),2)).setIconIndex(ModLoader.addOverride("/gui/items.png",
"/Mods/DirtLegs.png")).setItemName("Dirt Legs");
                    public static final Item DirtBoots = (new DirtItemArmor(17003,
EnumDirtArmorMaterial.DIRT,
ModLoader.addArmor("dirt"),3)).setIconIndex(ModLoader.addOverride("/gui/items.png",
"/Mods/DirtBoots.png")).setItemName("Dirt Boots");

                            public void load()
                            {
                                    ModLoader.addName(DirtHelmet, "Dirt Helmet");
                                    ModLoader.addName(DirtChest, "Dirt Chest");
                                    ModLoader.addName(DirtLegs, "Dirt Legs");
                                    ModLoader.addName(DirtBoots, "Dirt Boots");

                                    ModLoader.addRecipe(new ItemStack (DirtHelmet, 1), (new Object[] {
                                            "XXX", "X X", "   ", Character.valueOf('X'),
Block.dirt }));
                                    ModLoader.addRecipe(new ItemStack (DirtChest, 1), (new Object[] {
                                            "X X", "XXX", "XXX", Character.valueOf('X'),
Block.dirt }));
                                    ModLoader.addRecipe(new ItemStack (DirtLegs, 1), (new Object[] {
                                            "XXX", "X X", "X X", Character.valueOf('X'),
Block.dirt }));
                                    ModLoader.addRecipe(new ItemStack (DirtBoots, 1), (new Object[] {
                                            "X X", "X X", Character.valueOf('X'), Block.dirt }));
                            }

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

You should understand everything if you read the item tutorial except the ModLoader.addArmor. This means you have to put 2 texture in mcp/temp/bin/minecraft/armor and mcp/jars/bin/minecraft.jar/armor (dirt_1.png and dirt_2.png). Go in the armor folder and you'll see why we call it this way.

EnumDirtArmorMaterial.java

```
package net.minecraft.src;

import java.util.Random;

public enum EnumDirtArmorMaterial
{
        DIRT("DIRT", 25, 29, new int[] {2, 7, 5, 3}, 9);
        private int maxDamageFactor;
        private int damageReductionAmountArray[];
        private int enchantability;


        private EnumDirtArmorMaterial(String s, int i, int j, int ai[], int k)
        {
                maxDamageFactor = j;
                damageReductionAmountArray = ai;
                enchantability = k;
        }

        public int func_40576_a(int i)
        {
                return ItemArmor.getMaxDamageArray()[i] * maxDamageFactor;
        }
                public int getDamageReductionAmount(int i)
        {
                return damageReductionAmountArray[i];
        }

        public int getEnchantability()
        {
                return enchantability;
        }


        }
```

This is like the EnumDirtToolMaterial.java, it is new material for armor so if you want to create a new armor with new properties you have to create this. If you want to change the properties (DIRT("DIRT", 25, 29, new int[] {2, 7, 5, 3}, 9)) of your armor, just go in EnumArmorMaterial.java and compare with the other materials.

DirtItemArmor.java

```
package net.minecraft.src;

public class DirtItemArmor extends ItemArmor
{

        private static final int maxDamageArray[] = {
                11, 16, 15, 13
        };
        public final int armorType;
        public final int damageReduceAmount;
        public final int renderIndex;
        private final EnumDirtArmorMaterial material;

        public DirtItemArmor(int i, EnumDirtArmorMaterial enumarmormaterial, int j, int k)
        {
                super(i, EnumArmorMaterial.DIAMOND, j, k);
                material = enumarmormaterial;
                armorType = k;
                renderIndex = j;
                damageReduceAmount = enumarmormaterial.getDamageReductionAmount(k);
                setMaxDamage(enumarmormaterial.func_40576_a(k));
                maxStackSize = 1;
        }

        public int getItemEnchantability()
        {
                return material.getEnchantability();
        }

        static int[] getMaxDamageArray()
        {
                return maxDamageArray;
        }

}
```

This one, just copy it and change the dirt. You don't need to understand it but you have to know that when you create this, it's because you created the EnumDirtArmorMaterial.java.