Custom Armor

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Let's add some custom armor into our mod. Start by making a class named `ItemTutorialArmor` in your `item` package.

```java
package com.cubicoder.tutorial.item;

import com.cubicoder.tutorial.TutorialMod;

import net.minecraft.inventory.EntityEquipmentSlot;
import net.minecraft.item.ItemArmor;

public class ItemTutorialArmor extends ItemArmor {

        public ItemTutorialArmor(ArmorMaterial material, EntityEquipmentS
                super(material, 0, equipmentSlot);
                setCreativeTab(TutorialMod.TUTORIAL_TAB);
        }

}
```

The constructor takes in the armor material and the slot the armor will go into (if it is a helmet, chestplate, etc.). Now, we need an armor material. Add that in the `TutorialMaterials` class:

```java
public static final ArmorMaterial TUTORIAL_ARMOR = EnumHelper.addArmorMat
```

`Name` : The name of the material. ***Make sure to prefix this with your mod id!***. `Texture name` : The domain for the armor texture that will be rendered on the player. `Durability` : The base amount of damage the armor can take. This is multiplied by a different amount for each type of armor. `Reduction amounts` : This is an array listing the damage reduction values for each piece of armor, with the value for a helmet at index 0 (first value), chestplate at index 1, leggings at index 2, and boots at index 3. ***Note that making the total exceed 25 makes the player immune to all damage***

`Enchantability` : How well the armor can be enchanted. `Sound on equip` : The sound that is played when the armor is equipped. `Toughness` : A special value that can be used to further reduce damage.

Let's fill this in with our own values:

```
public static final ArmorMaterial TUTORIAL_ARMOR = EnumHelper.addArmorMat
```

Now do your usual stuff for adding an item: reference in TutorialItems, register in RegistryHandler (making sure to set the correct armor material and EntityEquipmentSlot), register models in ModelRegistryHandler, add JSON models in models/item, add textures for the items in textures/items, and adding lang file translations.

You'll also need two textures in textures/models/armor, one for each armor layer. These should be called tutorial_layer_x, where x is the layer number–2 for leggings, and 1 for the other armor pieces. Take a look at the source for this tutorial (click the Github button on the home page) to see what these layer textures to look like.

If you registered your items properly and followed this tutorial correctly, you will see your armor in your creative tab! Enjoy!

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