

# Custom Creative Tab

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We can add our own creative tab for our mod's items and blocks to go in. Start by making a new package in `com.cubicoder.tutorial` called `tabs`, and create a class there called `TutorialTab`.

```
package com.cubicoder.tutorial.tabs;

import com.cubicoder.tutorial.TutorialMod;
import com.cubicoder.tutorial.init.ModItems;

import net.minecraft.creativetab.CreativeTabs;
import net.minecraft.item.ItemStack;
import net.minecraftforge.fml.relauncher.Side;
import net.minecraftforge.fml.relauncher.SideOnly;

public class TutorialTab extends CreativeTabs {

    public TutorialTab() {
        super(TutorialMod.MODID);
    }

    @SideOnly(Side.CLIENT)
    @Override
    public ItemStack getTabIconItem() {
        return new ItemStack(ModItems.FIRST_ITEM);
    }

}
```

In the constructor, we set the unlocalized name for the tab, adding our mod id in front. Then, in `getTabIconItem()`, we set the item to be used for the icon of our tab. You can also use a block for this, using `Item.getItemFromBlock()`.

Add a localization for your tab in the `en_us.lang` file:

```
itemGroup.tutorialmod=Tutorial Mod
```

Add an instance of your tab to the TutorialMod class.

```
public static final CreativeTabs TUTORIAL_TAB = new TutorialTab();
```

Change the `setCreativeTab()` method in your `ItemFirstItem` and `BlockFirstBlock` constructors to reference your creative tab.

```
setCreativeTab(TutorialMod.TUTORIAL_TAB);
```

That's all you have to do to have your own creative tab!



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