WHAT YOU NEED
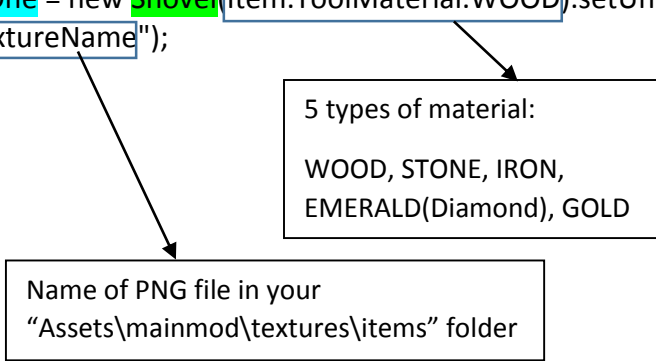
1. **Declare item**

public static Item itemOne;

2. **Create item**

itemOne = new Shovel(Item.ToolMaterial.WOOD).setUnlocalizedName("ShovelWood").setTextureName(MainMod.MODID + ":" + "TextureName");

5 types of material:

WOOD, STONE, IRON, EMERALD(Diamond), GOLD

Name of PNG file in your "Assets\mainmod\textures\items" folder

3. **Register item**

GameRegistry.registerItem(itemOne, itemOne.getUnlocalizedName().substring(5));

4. **Add recipe**

GameRegistry.addRecipe(new ItemStack(itemOne, 1), new Object[]{

    "A A",

    " A",

    "A ",

    'A', Blocks.dirt

});

---

5. Create item class

```
package com.USERNAME.mainmod;

import java.util.Random;

import net.minecraft.item.Item;

import net.minecraft.item.Item.ToolMaterial;

import net.minecraft.item.ItemSpade;

public class Shovel extends ItemSpade{

public Shovel(ToolMaterial a){

  super(a);

this.setCreativeTab(MainMod.tabMainMod);

}

public Item getItemDropped(int par1, Random random, int par2)

    {

        return MainMod.itemOne;

    }

}
```