

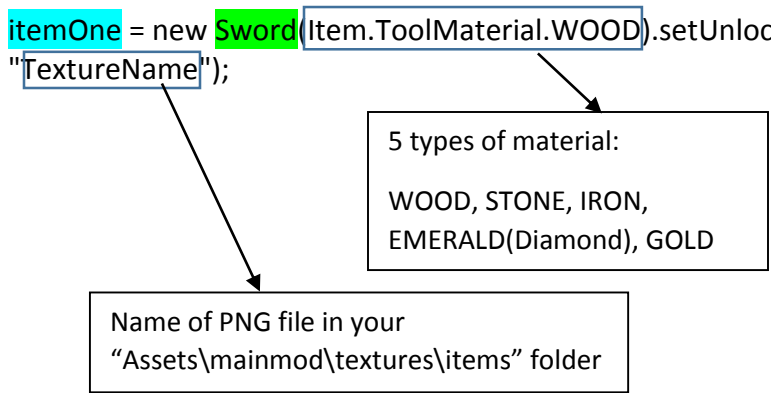
WHAT YOU NEED

1. Declare item

```
public static Item itemOne;
```

2. Create item

```
itemOne = new Sword(Item.ToolMaterial.WOOD).setUnlocalizedName("SwordWood").setTextureName(MainMod.MODID + ":" +  
"TextureName");
```



3. Register item

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

4. Add recipe

```
GameRegistry.addRecipe(new ItemStack(itemOne, 1), new Object[]{  
    "AAA",  
    "AAA",  
    "AAA",  
    '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.ItemSword;  
  
public class Sword extends ItemSword{  
    public Sword(ToolMaterial a){  
        super(a);  
        this.setCreativeTab(MainMod.tabMainMod);  
    }  
  
    public Item getItemDropped(int par1, Random random, int  
    par2)  
    {  
        return MainMod.itemOne;  
    }  
}
```