Fun with Explosions

Exploding Minecarts!

1. Create the event handler NEW → CLASS
2. In the Name box, enter ExplodingMinecarts
3. Open the file in your work area, in Eclipse
4. Complete the missing Java code

Pay very close attention to the syntax!

()[]{},"':;.

Part One: Imports

Put the code below, under the package (starting at line two)

```java
//imports here
import net.minecraft.entity.item.EntityMinecart;
import net.minecraftforge.event.entity.minecart.MinecartCollisionEvent;
import net.minecraftforge.fml.common.eventhandler.SubscribeEvent;
```

Part Two: Telling Java the Event to Listen for

Put this code below, inside of the public class

```java
@SubscribeEvent
 public void explode(MinecartCollisionEvent event){
```

Part Three: Telling Java what action to perform after hearing the event

Put this code below, inside of the public void

```java
        EntityMinecart minecart = event.minecart;
        minecart.worldObj.createExplosion(
                minecart,
                minecart.posX,
                minecart.posY,
                minecart.posZ,
                2,
                false);
        }
  }
```

Part Four: Register the Event Handler on the Event Bus