

Fun with Explosions

Exploding Anvils!

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

Pay very close attention to the syntax!

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

Imports

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

```
//imports here
import net.minecraft.entity.Entity;
import net.minecraft.util.DamageSource;
import net.minecraftforge.event.entity.living.LivingHurtEvent;
import net.minecraftforge.fml.common.eventhandler.SubscribeEvent;
```

Telling Java the Event to Listen for

Put this code below, inside of the public class

```
@SubscribeEvent
public void explode(LivingHurtEvent event){
```

Telling Java **what** action to perform and **when**, after hearing the event

Put this code below, inside of the public void

```
        if (event.source != DamageSource.anvil) {
            return;
        }
        Entity entity = event.entity;
        event.entity.worldObj.createExplosion(entity, entity.posX,
entity.posY,
            entity.posZ, 2, false);
    }
}
```

Register the Event Handler on the Event Bus!

Fun with Explosions