

# Fun with Explosions

## Bigger TNT Explosions! (without fuse)

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

**Pay very close attention to the syntax!**

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

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### Imports

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

```
//imports here
import net.minecraft.entity.Entity;
import net.minecraft.entity.item.EntityTNTPrimed;
import net.minecraftforge.event.entity.EntityJoinWorldEvent;
import net.minecraftforge.fml.common.eventhandler.SubscribeEvent;
```

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### Adding the *float* variable & Telling Java the Event to Listen for

*Put this code below, inside of the public class*

```
float power = 32.0F;

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

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

*Put this code below, inside of the public void*

```
        if (!(event.entity instanceof EntityTNTPrimed)) {
            return;
        }
        Entity entity = event.entity;
        event.entity.worldObj.createExplosion(entity, entity.posX,
entity.posY,
            entity.posZ, power, true);
    }
}
```

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### Register the Event Handler on the Event Bus!