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!**

**( ) [ ] { } , “ ‘ : ; .**

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;

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) {

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);

}

}

Register the Event Handler on the Event Bus!