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)*

//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*

@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*

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