

# Custom Fluids

Supported by Forge on all versions, and Fabric on 1.18.2+

```
// Startup script
onEvent('fluid.registry', event => {
  // These first examples are 1.16.5 and 1.18.2 syntax

  // Basic "thick" (looks like lava) fluid with red tint
  event.create('thick_fluid')
    .thickTexture(0xFF0000)
    .bucketColor(0xFF0000)
    .displayName('Thick Fluid')

  // Basic "thin" (looks like water) fluid with cyan tint, has no bucket and is not placeable
  event.create('thin_fluid')
    .thinTexture(0x00FFFF)
    .bucketColor(0x00FFFF)
    .displayName('Thin Fluid')
    .noBucket() // both these methods are 1.18.2+ only
    .noBlock()

  // Fluid with custom textures
  event.create('strawberry_cream')
    .displayName('Strawberry Cream')
    .stillTexture('kubejs:block/strawberry_still')
    .flowingTexture('kubejs:block/strawberry_flow')
    .bucketColor(0xFF33FF)

  // For 1.18.1 the syntax is slightly different
  event.create('thick_fluid', fluid => {
    fluid.textureThick(0xFF0000) // the texture method names are different in 1.18.1 and below, textureXyz
    // instead of xyzTexture
    fluid.bucketColor(0xFF0000)
    fluid.displayName('Thick Fluid')
  })
})
```

In 1.18.1, 1.17 and 1.16 the texture method names are swapped, so textureStill and textureThin instead of stillTexture and thinTexture

Methods that you can use after the event.create('name')

- displayName(name)
- color(color)
- bucketColor(color)
- builtinTextures()
  - same as thinTexture(0xFFFFFFFF)
- stillTexture(path)
  - path is the path to texture is for example maybe "minecraft:block/sand"
  - this texture is recommended to be 16x16, or if animated with a mcmeta file then 16x48 for 3 frames or 16x80 for 5 or 16x240 for 15
  - Frame counts of 3, 5, 15, 6, 10, or 30 will make your life easier, because the flowing animation need to be a multiple of 15 to look good
- flowingTexture(path)
  - path is the path to texture is for example maybe "minecraft:block/sand"
  - this texture is recommended to be 32x480 and animated with a mcmeta file
  - each frame is recommended to be 32x32 (recommended to be the same 16x16 texture tiled)
  - then each of these frames are shifted one pixel vertically from the previous, so it looks like its moving
  - If you are going to be making your own flowing fluid texture it is *highly recommended* to not make these by hand (It is hours of suffering), and instead write a some program, or setup something with blender nodes to make it.
- noBucket()
- noBlock()
- gaseous()
  - It is now a gas
- rarity(value)
  - Can be:
    - "common"
    - "uncommon"
    - "rare"
    - "epic"

The following can also be used but have no effect unless a mod adds a purpose:

- luminosity(value)
  - default 0
- density(value)
  - default 1000
- temperature(value)
  - default 300
- viscosity(value)

- default 1000

There is a good chance the following does not work at all

You can use `.bucketItem` to get the bucket item builder.

If you one want to use it then you can place it at the end of the other methods then use the its methods instead.

```
// notice this script has not been tested
onEvent('fluid.registry', event => {
  event.create('taco_suace')
    .thickTexture(0xFF0000)
    .bucketColor(0xFF0000)
    .bucketItem
    .group("food")
  })
```

Some amount of the methods in these builders will not work or cause problems

- `.bucketItem`
  - Any method that you can use on an [item builder](#) might work

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