

Custom Items

This is a startup_scripts/ event

```
// Listen to item registry event
onEvent('item.registry', event => {

    // The texture for this item has to be placed in kubejs/assets/kubejs/textures/item/test_item.png
    // If you want a custom item model, you can create one in Blockbench and put it in
    kubejs/assets/kubejs/models/item/test_item.json
    event.create('test_item')

    // You can chain builder methods as much as you like
    event.create('test_item_2').maxStackSize(16).glow(true)

    // You can specify item type as 2nd argument in create(), some types have different available methods
    event.create('custom_sword', 'sword').tier('diamond').attackDamageBaseline(10.0)
})
```

Valid item types:

- "basic"
 - default
- "sword"
- "pickaxe"
- "axe"
- "shovel"
- "hoe"
- "helmet"
- "chestplate"
- "leggings"
- "boots"

Other methods item builder supports:

You can chain these methods after create()

Anything with a ??? may not be completely accurate

Physical Properties

- `maxStackSize(size)`
- `unstackable()`
 - Identical to `maxStackSize(1)`
- `maxDamage(damage)`
 - ie max durability of the item
- `burnTime(ticks)`
 - In a furnace
- `fireResistant(true/false)`

Non-Model Visual Stuff

- `rarity('rarity')`
 - Options are:
 - "common"
 - "uncommon"
 - "rare"
 - "epic"
- `glow(true/false)`
- `tooltip(text...)`
 - The text under the item name to provide details about it
- `color(index, colorHex)`
 - If you do not have a custom model, index is 0
 - If you do have a custom model, then index is the layer hat you want to affect
 - [there is an example below](#)
- `color((item, number) => {...})`
 - any code you want
 - must return a color
 - [there is an example below](#)
 - ???
- `displayName(name)`
- `name(item => {...})`
 - you can put whatever code in there you want
 - must return a string
 - ???
- `translationKey(key)`
 - ???
 - You don't need this unless you know what you are doing

Model Editing

[There is an example below](#)

- `textureJson(json)`

- for example {layer0:"minecraft:item/sand",layer1:"minecraft:item/paper"}
- The contents of the texture part of item model
- ???
- modelJson(json)
 - the entire json that you would put for a item model, you can just put in here
 - ???
- parentModel(modelName)
 - Set the "parent" property of this items model to modelName
- texture(customTexturePath)
 - for example "minecraft:item/feather"
- texture(key, customTexturePath)
 - if key is "layer0", then its the same as texture(customTexturePath)
 - ???

Bar

[There an example farther below](#)

- barColor((item) => {...})
 - must return a color
 - any code you want
 - ???
- barWidth(width)
 - ???

Custom Uses

[The is a section below for an example](#)

- useAnimation(animation)
 - Can be:
 - "spear"
 - trident
 - "crossbow"
 - "eat"
 - food
 - "spyglass"
 - "block"
 - "none"
 - "bow"
 - "drink"
 - ???
- useDuration(itemstack => {...})
 - any code you want
 - for example useDuration(itemstack => 60)

- three seconds
 - must return a whole number
 - if you want something that does not end on its own, then use something like 72000 (an hour)
 - ???
- use((level, player, hand) => {...})
 - for example use() => true)
 - any code you want
 - item is usable if it is true
 - must return a boolean
 - ???
- finishUsing((itemstack, level, entity) => {...})
 - any code you want
 - when the duration completes
 - ???
- releasingUsing((itemstack, level, entity, tick) => {...})
 - any code you want
 - when released before the duration completes
 - ???

Miscellaneous

- type(type)
 - for 1.16
- tag(resourceLocation)
 - ???
- tool(type, level)
 - for 1.16
- modifyAttribute(attribute, identifier, d, operation)
 - ???
- group(group_id)
 - Creative mode tab
 - Vanilla tabs are:
 - "search"
 - "buildingBlocks"
 - "decorations"
 - "redstone"
 - "transportation"
 - "misc"
 - "food"
 - "tools"
 - "combat"
 - "brewing"
- containerItem(id)
 - A item to reference properties of
 - ???

- subtypes(item => {...})
 - must return a itemstack collection
 - This is for making JEI or creative menu have the same item multiple times with different NBT
 - any code you want
 - ???
- food(foodBuilder => {...})
 - [There is an example farther down](#)

Tool

Methods available if you use 'sword', 'pickaxe', 'axe', 'shovel' or 'hoe' type:

- tier(toolTier)
 - Can be:
 - "wood"
 - "stone"
 - "iron"
 - "gold"
 - "diamond"
 - "netherite"
- modifyTier(tier => ...)
- Same syntax as custom tool tier, see below
- attackDamageBaseline(damage)
 - You only want to modify this if you are creating a custom weapon such as Spear, Battleaxe, etc.
- attackDamageBonus(damage)
- speedBaseline(speed)
 - Same as attackDamageBaseline, only modify for custom weapon types
- speed(speed)

Armor

Methods available if you use 'helmet', 'chestplate', 'leggings' or 'boots' type:

- tier('armorTier')
 - Can be:
 - "leather"
 - "chainmail"
 - "iron"
 - "gold"
 - "diamond"
 - "turtle"
 - "netherite"
- modifyTier(tier => ...) // Same syntax as custom armor tier, see below

Creating custom tool and armor tiers

All values are optional and by default are based on iron tier

```
onEvent('item.registry.tool_tiers', event => {
  event.add('tier_id', tier => {
    tier.uses = 250
    tier.speed = 6.0
    tier.attackDamageBonus = 2.0
    tier.level = 2
    tier.enchantmentValue = 14
    tier.repairIngredient = '#forge:ingots/iron'
  })
})
```

```
onEvent('item.registry.armor_tiers', event => {
  // Slot indicies are [FEET, LEGS, BODY, HEAD]
  event.add('tier_id', tier => {
    tier.durabilityMultiplier = 15 // Each slot will be multiplied with [13, 15, 16, 11]
    tier.slotProtections = [2, 5, 6, 2]
    tier.enchantmentValue = 9
    tier.equipSound = 'minecraft:item.armor.equip_iron'
    tier.repairIngredient = '#forge:ingots/iron'
    tier.toughness = 0.0 // diamond has 2.0, netherite 3.0
    tier.knockbackResistance = 0.0
  })
})
```

Examples:

Custom Foods

These methods are each optional, and you may include as many or as few as you like.

```
onEvent('item.registry', event => {
  event.create('magic_steak').food(food => {
    food
    food.hunger(6)
    food.saturation(6)//This value does not directly translate to saturation points gained
    //The real value can be assumed to be:
```

```

    //min(hunger * saturation * 2 + saturation, foodAmountAfterEating)
    .effect('speed', 600, 0, 1)
    .removeEffect('poison')
    .alwaysEdible()//Like golden apples
    .fastToEat()//Like dried kelp
    .meat()//Dogs are willing to eat it
    .eaten(ctx => { //runs code upon consumption
        ctx.player.tell('Yummy Yummy!')

        //If you want to modify this code then you need to restart the game.
        //However, if you make this code call a global startup function
        //and place the function *outside* of an 'onEvent'
        //then you may use the command:
        // /kubejs reload startup_scripts
        //to reload the function instantly.
    })
  })
})
})

```

Custom Uses

```

onEvent("item.registry", event => {
  event.create("nuke_soda", "basic")
    .tooltip("$5Taste of Explosion!")
    .tooltip("$c...Inappropriate intake may cause disastrous result.")
    /**
     * The use animation of the item, can be "spear" (trident),
     * "crossbow", "eat" (food), "spyglass", "block", "none", "bow", "drink"
     * When using certain animations, corresponding sound will be played.
     */
    .useAnimation("drink")
    /**
     * The duration before the item finishes its using,
     * if you need something like hold-and-charge time (like bow),
     * consider set this to 72000 (1h) or more.
     * A returned value of 0 or lower will render the item not usable.
     */
    .useDuration((itemstack) => 64)
    /**
     * When item is about to be used.
     * If true, item will starts it use animation if duration > 0.

```

```

    */
    .use((level, player, hand) => true)
    /**
     * When the item use duration expires.
     */
    .finishUsing((itemstack, level, entity) => {
        let effects = entity.potionEffects;
        effects.add("haste", 120 * 20)
        itemstack.itemStack.shrink(1)
        if (entity.player) {
            entity.minecraftPlayer.addItem(Item.of("minecraft:glass_bottle").itemStack)
        }
        return itemstack;
    })
    /**
     * When the duration is not expired yet, but
     * players release their right button.
     * Tick is how many ticks remained for player to finish using the item.
     */
    .releaseUsing((itemstack, level, entity, tick) => {
        itemstack.itemStack.shrink(1)
        level.createExplosion(entity.x, entity.y, entity.z).explode()
    })
})

```

Bar

```

event.create("hammer")
    //Determine how long the bar is, should be an integer between 0 (empty) and 13 (full)
    //If the value is below 0, it will be treated as 0.
    //The value is capped at 13, any value over 13 will be considered "full", thus making it not shown
    .barWidth(i => i.nbt.contains("hit_count") ? i.nbt.getInt("hit_count") / 13.0 : 0)
    //Determine what color should the bar be.
    .barColor(i => Color.AQUA)

```

Dynamic Tinting and Model Stuff

```

onEvent("item.registry", (event) => {
    /**
     * Old style with just setting color by index still works!
    */

```

```

    */
    event
    .create("old_color_by_index")
    .textureJson({
        layer0: "minecraft:item/paper",
        layer1: "minecraft:item/ghast_tear",
    })
    .color(0, "#70F00F")
    .color(1, "#00FF0");

event
.create("cooler_sword", "sword")
.displayName("Test Cooler Sword")
.texture("minecraft:item/iron_sword")
.color((itemstack) => {
    /**
     * Example by storing the color in the nbt of the itemstack
     * You have to return -1 to apply no tint.
     *
     * U can test this through: /give @p kubejs:cooler_sword{color:"#ff0000"}
     */
    if (itemstack.nbt && itemstack.nbt.color) {
        return itemstack.nbt.color;
    }

    return -1;
});

event
.create("test_item")
.displayName("Test Item")
.textureJson({
    layer0: "minecraft:item/beef",
    layer1: "minecraft:item/ghast_tear",
})
.color((itemstack, tintIndex) => {
    /**
     * If you want to apply the color to a specific layer, you can use the tintIndex
     * tintIndex is the texture layer index from the model: layer0 -> 0, layer1 -> 1, etc.
     * U can use the `Color` wrapper for some default colors

```

```

    *
    * This example will apply the color to the ghastr_tear texture.
    */
    if (tintIndex == 1) {
        return Color.BLUE;
    }
    return -1;
});

/**
 * Set a texture for a specific layer
 */
event.create("test_sword", "sword").displayName("Test Sword").texture("layer0", "minecraft:item/bell");

/**
 * Directly set your custom model json
 */
event.create("test_something").displayName("Test something").modelJson({
    parent: "minecraft:block/anvil",
});
});

```

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