

Datapack Load Events

You can load json datapack files programmatically!

```
onEvent('server.datapack.first', event => {  
  event.addJson(name, json)  
})
```

`resourceLocation` could be `minecraft:loot_tables/entities/villager.json`

`json` could be for example:

```
{  
  type: "entity",  
  pools: [  
    {  
      rolls: 2,  
      bonus_rolls: 1,  
      entries: [  
        {  
          type: "item",  
          weight: 3,  
          name: "minecraft:emerald"  
        },  
        {  
          type: "empty",  
          weight: 2  
        }  
      ]  
    }  
  ]  
}
```

Note: Practically everything in vanilla has a way better to programmatically load it, so it is recommended to use this mostly for loading things for other mods

There are different timings that you can make the file get loaded too!

- `server.datapack.first`
- `server.datapack.last`

This event is useful, because instead of needing to write multiple json files, you can write one then change the values passed to it.

Example

Adds multiple advancements for using different items that reward experience:

```
onEvent('server.datapack.first', event => {
  const items = ['bow', 'golden_hoe', 'flint_and_steel', 'spyglass']
  items.forEach(item => {
    event.addJson(`kubejs:advancements/${item}`, {
      criteria: {
        requirement: {
          trigger: "minecraft:using_item",
          conditions: {
            item: {
              items: [`minecraft:${item}`]
            }
          }
        }
      },
      rewards: {
        experience: 20
      }
    })
  })
})
```

In the `custom_machinery` mod, the packdev needs to make a massive json file for each machine they wish to create. This script will make 16 machines, and is shorter than even a single one of the original json files would have been.

```
onEvent('server.datapack.first', event => {
  let json
  //create 16 custom machines with 6 inputs and 1 output
  for (let machineNumber = 0; machineNumber < 16; machineNumber++) {

    json = {
      name: {
```

```
    text: `${machineNumber}`
  },
  appearance: {},
  components: [
    {
      type: "custommachinery:item",
      id: "out",
      mode: "output"
    }
  ],
  gui: [
    {
      type: "custommachinery:progress",
      x: 70,
      y: 41,
      width: 18,
      height: 18
    }, {
      type: "custommachinery:slot",
      x: 88,
      y: 41,
      id: "out"
    }, {
      type: "custommachinery:text",
      text: `Machine ${machineNumber}`, //string builder to make the name match the machine num
      x: 16,
      y: 16
    }, {
      type: "custommachinery:texture",
      x: 0,
      y: 0,
      texture: "custommachinery:textures/gui/base_background.png",
      priority: 1000
    }, {
      type: "custommachinery:player_inventory",
      x: 16,
      y: 68
    }
  ]
}
```

```

//add the input slots and corresponding componets
let slotNumber = 0
    const xValues = [16,34,52]
    const yValues = [32,50]
xValues.forEach(x => {
  yValues.forEach(y => {

    json.components.push({
      type: "custommachinery:item",
      id: `input${slotNumber}`,
      mode: "input"
    })

    json.gui.push({
      type: "custommachinery:slot",
      x: x,
      y: y,
      id: `input${slotNumber}`
    })

    slotNumber++
  })
})

//add the json
event.addJson(`kubernetes:machines/${machineNumber}`, json)
})
})

```

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