

ItemTooltipEventJS

A client event that allows adding tooltips to any item!

```
onEvent('item.tooltip', tooltip => {
  // Add tooltip to all of these items
  tooltip.add(['quark:backpack', 'quark:magnet', 'quark:crate'], 'Added by Quark Oddities')
  // You can also use any ingredient except #tag (due to tags loading much later than client
scripts)
  tooltip.add(/refinedstorage:red_/, 'Can be any color')
  // Multiple lines with an array []. You can also escape ' by using other type of quotation
marks
  tooltip.add('thermal:latex_bucket', ["Not equivalent to Industrial Foregoing's Latex", 'Line
2 text would go here'])
  // Use some data from the client to decorate this tooltip. name returns a component so we
just append that.
  tooltip.add('minecraft:skeleton_skull', Text.of('This used to be
').append(Client.player.name).append("'s head"))

  tooltip.addAdvanced('thermal:latex_bucket', (item, advanced, text) => {
    text.add(0, Text.of('Hello')) // Adds text in first line, pushing the items name down a
line. If you want the line below the item name, the index must be 1
  })

  tooltip.addAdvanced('minecraft:beacon', (item, advanced, text) => {
    // shift, alt and ctrl are all keys you can check!
    if (!tooltip.shift) {
      text.add(1, [Text.of('Hold ').gold(), Text.of('Shift ').yellow(), Text.of('to see more
info.').gold()])
    } else {
      text.add(1, Text.green('Gives positive effects to players in a range').bold(true))
      text.add(2, Text.red('Requires a base built out of precious metals or gems to
function!'))
      text.add(3, [Text.white('Iron, '), Text.aqua('Diamonds, '), Text.gold('Gold '),
Text.white('or even '), Text.green('Emeralds '), Text.white('are valid base blocks!')])
    }
  })
})
```

```
// Neat utility to display NBT in the tooltip
tooltip.addAdvanced(Ingredient.all, (item, advanced, text) => {
  if (tooltip.alt && item.nbt) {
    text.add(Text.of('NBT: ').append(Text.prettyPrintNbt(item.nbt)))
  }
})

// Show the name of the player who owns the skull in a skulls tooltip
tooltip.addAdvanced('minecraft:player_head', (item, advanced, text) => {
  let playername = item.nbt?.SkullOwner?.Name
  if (playername) {
    text.add(Text.red(`The head of ${playername}`))
  }
})
})
```

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