

# List of all events

This is a list of all events. It's possible that not all events are listed here, but this list will be updated regularly.

Click on event ID to open it's class and see information, fields and methods.

Type descriptions:

- Startup: Scripts go in kubejs/startup\_scripts folder.
- Server: Scripts go in kubejs/server\_scripts folder. Will be reloaded when you run /reload command.
- Server Startup: Same as Server, and the event will be fired at least once when server loads.
- Client: Scripts go in kubejs/client\_scripts folder. Currently only reloaded if you have KubeJS UI installed in you run Ctrl+F5 in a menu.
- Client Startup: Same as Client, and the event will be fired at least once when client loads.

| ID                               | Cancellable | Type    | Note |
|----------------------------------|-------------|---------|------|
| <a href="#">init</a>             | No          | Startup |      |
| <a href="#">postinit</a>         | No          | Startup |      |
| <a href="#">loaded</a>           | No          | Startup |      |
| <a href="#">command.registry</a> | No          | Server  |      |
| <a href="#">command.run</a>      | Yes         | Server  |      |
| <a href="#">client.init</a>      | No          | Client  |      |
| client.debug_info.left           | No          | Client  |      |
| client.debug_info.right          | No          | Client  |      |
| client.generate_assets           | No          | Client  |      |
| client.logged_in                 | No          | Client  |      |

| ID                                    | Cancellable | Type   | Note   |
|---------------------------------------|-------------|--------|--|
| client.logged_out                     | No          | Client |  |
| client.tick                           | No          | Client |  |
| server.load                           | No          | Server |  |
| server.unload                         | No          | Server |  |
| server.tick                           | No          | Server |  |
| <a href="#">server.datapack.first</a> | No          | Server |  |
| <a href="#">server.datapack.last</a>  | No          | Server |  |
| <a href="#">recipes</a>               | No          | Server |  |
| recipes.after_load                    | No          | Server | Does not work 1.18+  |
| level.load                            | No          | Server | Replace <code>level</code> with <code>world</code> in 1.16 |
| level.unload                          | No          | Server | Replace <code>level</code> with <code>world</code> in 1.16 |
| level.tick                            | No          | Server | Replace <code>level</code> with <code>world</code> in 1.16 |
| level.explosion.pre                   | Yes         | Server | Replace <code>level</code> with <code>world</code> in 1.16 |
| level.explosion.post                  | No          | Server | Replace <code>level</code> with <code>world</code> in 1.16 |
| player.logged_in                      | No          | Server |  |
| player.logged_out                     | No          | Server |  |
| player.tick                           | No          | Server |  |
| player.data_from_server.              | Yes         | Client |  |
| player.data_from_client.              | Yes         | Server |  |
| player.chat                           | Yes         | Server |  |
| player.advancement                    | No          | Server |  |

| ID                             | Cancellable | Type    | Note |
|--------------------------------|-------------|---------|------|
| player.inventory.opened        | No          | Server  |      |
| player.inventory.closed        | No          | Server  |      |
| player.inventory.changed       | No          | Server  |      |
| player.chest.opened            | No          | Server  |      |
| player.chest.closed            | No          | Server  |      |
| entity.death                   | Yes         | Server  |      |
| entity.attack                  | Yes         | Server  |      |
| entity.drops                   | Yes         | Server  |      |
| entity.check_spawn             | Yes         | Server  |      |
| entity.spawned                 | Yes         | Server  |      |
| <a href="#">block.registry</a> | No          | Startup |      |
| block.missing_mappings         | No          | Server  |      |
| <a href="#">block.tags</a>     | No          | Server  |      |
| block.right_click              | Yes         | Server  |      |
| block.left_click               | Yes         | Server  |      |
| block.place                    | Yes         | Server  |      |
| block.break                    | Yes         | Server  |      |
| block.drops                    | No          | Server  |      |
| <a href="#">item.registry</a>  | No          | Startup |      |
| item.missing_mappings          | No          | Server  |      |
| <a href="#">item.tags</a>      | No          | Server  |      |

| ID                                | Cancellable | Type    | Note |
|-----------------------------------|-------------|---------|------|
| item.right_click                  | Yes         | Server  |      |
| item.right_click_empty            | No          | Server  |      |
| item.left_click                   | No          | Server  |      |
| item.entity_interact              | Yes         | Server  |      |
| <a href="#">item.modification</a> | No          | Startup |      |
| item.pickup                       | Yes         | Server  |      |
| <a href="#">item.tooltip</a>      | No          | Client  |      |
| item.toss                         | Yes         | Server  |      |
| item.crafted                      | No          | Server  |      |
| item.smelted                      | No          | Server  |      |
| <a href="#">fluid.registry</a>    | No          | Startup |      |
| <a href="#">fluid.tags</a>        | No          | Server  |      |
| <a href="#">entity_type.tags</a>  | No          | Server  |      |
| <a href="#">worldgen.add</a>      | No          | Startup |      |
| <a href="#">worldgen.remove</a>   | No          | Startup |      |

Revision #29

Created 20 July 2020 10:29:37 by Lat

Updated 27 January 2023 21:18:26 by Q6