

# 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	Cancelable	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	Cancelable	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	

<b>ID</b>	<b>Cancelable</b>	<b>Type</b>	<b>Note</b>
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	

<b>ID</b>	<b>Cancelable</b>	<b>Type</b>	<b>Note</b>
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	

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