

REI Integration

Note: REI integration only works on Fabric in 1.16. In 1.18+, it works on both Forge and Fabric!

All REI events are client sided and so go in the client_scripts folder

For 1.19+, see below (this is a temporary page!)

Hide Items

```
onEvent('rei.hide.items', event => {  
    event.hide('example:ingredient')  
})
```

Add Items

```
onEvent('rei.add.items', event => {  
    event.add(Item.of('example:item', { test: 123 }))  
})
```

Add Information

```
onEvent('rei.information', event => {  
    event.add('example:ingredient', 'Title', ['Line 1', 'Line 2'])  
})
```

Yeet categories

```
onEvent('rei.remove.categories', event => {  
    console.log(event.getCategoryIds()) //log a list of all category ids to logs/kubejs/client.txt  
  
    //event.remove works too, but yeeting is so much more fun ☹️  
    event.yeet('create:compacting')  
})
```

Grouping / Collapsible Entries (1.18.2+)

```

onEvent('rei.group', event => {
    // This event allows you to add custom entry groups to REI, which can be used to clean up the entry list
    // significantly.
    // As a simple example, we can add a 'Swords' group which will contain all (vanilla) swords
    // Note that each group will need an id (ResourceLocation) and a display name (Component / String)
    event.groupItems('kubejs:rei_groups/swords', 'Swords', [
        'minecraft:wooden_sword',
        'minecraft:stone_sword',
        'minecraft:iron_sword',
        'minecraft:diamond_sword',
        'minecraft:golden_sword',
        'minecraft:netherite_sword'
    ])

    // An easy use case for grouping stuff together could be using tags:
    // In this case, we want all the Hanging Signs and Sign Posts from Supplementaries to be grouped together
    event.groupItemsByTag('supplementaries:rei_groups/hanging_signs', 'Hanging Signs',
'supplementaries:hanging_signs')
    event.groupItemsByTag('supplementaries:rei_groups/sign_posts', 'Sign Posts', 'supplementaries:sign_posts')

    // Another example: We want all of these items to be grouped together ignoring NBT,
    // so you don't have a bajillion potions and enchanted books cluttering up REI anymore
    const useNbt = ['potion', 'enchanted_book', 'splash_potion', 'tipped_arrow', 'lingering_potion']

    useNbt.forEach(id => {
        const item = Item.of(id)
        const { namespace, path } = Utils.id(item.id)
        event.groupSameItem(`kubejs:rei_groups/${namespace}/${path}`, item.name, item)
    })

    // Items can also be grouped using anything that can be expressed as an IngredientJS,
    // including for example regular expressions or lists of ingredients
    event.groupItems('kubejs:rei_groups/spawn_eggs', 'Spawn Eggs', [
        '/spawn_egg/',
        '/^ars_nouveau:.*_se$/',
        'supplementaries:red_merchant_spawn_egg'
    ])

    // you can even use custom predicates for grouping, like so:
    event.groupItemsIf('kubejs:rei_groups/looting_stuff', 'Stuff with Looting I', item =>

```

```
// this would group together all items that have the Looting I enchantment on them
item.hasEnchantment('minecraft:looting', 1)
)

// you can also group fluids in much the same way as you can group items, for instance:
event.groupFluidsByTag('kubejs:rei_groups/fluid_tagged_as_water', '\Water\' (yeah right lmao)',
'minecraft:water')
})
```

This below code is meant for 1.19+

Hide Items

```
REIEvents.hide('item', event => {
  event.hide('example:ingredient')
})
```

Add Items

```
REIEvents.add('item', event => {
  event.add(Item.of('example:item', { test: 123 }))
})
```

Add Information

```
REIEvents.information(event => {
  event.addItem('example:ingredient', 'Title', ['Line 1', 'Line 2'])
})
```

Yeet categories

```
REIEvents.removeCategories(event => {
  console.log(event.getCategoryIds()) //log a list of all category ids to logs/kubejs/client.txt

  //event.remove works too, but yeeting is so much more fun ☹️
  event.yeet('create:compacting')
})
```

Grouping / Collapsible Entries (1.18.2+)

```

REIEvents.groupEntries(event => {
    // This event allows you to add custom entry groups to REI, which can be used to clean up the entry list
    significantly.

    // As a simple example, we can add a 'Swords' group which will contain all (vanilla) swords
    // Note that each group will need an id (ResourceLocation) and a display name (Component / String)
    event.groupItems('kubejs:rei_groups/swords', 'Swords', [
        'minecraft:wooden_sword',
        'minecraft:stone_sword',
        'minecraft:iron_sword',
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        'minecraft:golden_sword',
        'minecraft:netherite_sword'
    ])

    // An easy use case for grouping stuff together could be using tags:
    // In this case, we want all the Hanging Signs and Sign Posts from Supplementaries to be grouped together
    event.groupItemsByTag('supplementaries:rei_groups/hanging_signs', 'Hanging Signs',
'supplementaries:hanging_signs')
    event.groupItemsByTag('supplementaries:rei_groups/sign_posts', 'Sign Posts', 'supplementaries:sign_posts')

    // Another example: We want all of these items to be grouped together ignoring NBT,
    // so you don't have a bajillion potions and enchanted books cluttering up REI anymore
    const useNbt = ['potion', 'enchanted_book', 'splash_potion', 'tipped_arrow', 'lingering_potion']

    useNbt.forEach(id => {
        const item = Item.of(id)
        const { namespace, path } = Utils.id(item.id)
        event.groupSameItem(`kubejs:rei_groups/${namespace}/${path}`, item.name, item)
    })

    // Items can also be grouped using anything that can be expressed as an IngredientJS,
    // including for example regular expressions or lists of ingredients
    event.groupItems('kubejs:rei_groups/spawn_eggs', 'Spawn Eggs', [
        '/spawn_egg/',
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    // you can even use custom predicates for grouping, like so:
    event.groupItemsIf('kubejs:rei_groups/looting_stuff', 'Stuff with Looting I', item =>

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// this would group together all items that have the Looting I enchantment on them
item.hasEnchantment('minecraft:looting', 1)
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// you can also group fluids in much the same way as you can group items, for instance:
event.groupFluidsByTag('kubejs:rei_groups/fluid_tagged_as_water', '\Water\' (yeah right lmao)',
'minecraft:water')
})
```

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