

# WorldgenAddEventJS (1.16)

This event isn't complete yet and can only do basic things. Adding dimension-specific features also isn't possible yet, but is planned.

Example script: (kubejs/startup\_scripts/worldgen.js)

```
onEvent('worldgen.add', event => {
  event.addLake(lake => { // Create new lake feature
    lake.block = 'minecraft:diamond_block' // Block ID (Use [] syntax for properties)
    lake.chance = 3 // Spawns every ~3 chunks
  })

  event.addOre(ore => {
    ore.block = 'minecraft:glowstone' // Block ID (Use [] syntax for properties)
    ore.spawnsIn.blacklist = false // Inverts spawn whitelist
    ore.spawnsIn.values = [ // List of valid block IDs or tags that the ore can spawn in
      '#minecraft:base_stone_overworld' // Default behavior - ores spawn in all stone types
    ]

    ore.biomes.blacklist = true // Inverts biome whitelist
    ore.biomes.values = [ // Biomes this ore can spawn in
      'minecraft:plains', // Biome ID
      '#nether' // OR #category, see list of categories below
    ]

    ore.clusterMinSize = 5 // Min blocks per cluster (currently ignored, will be implemented later, it's always 1)
    ore.clusterMaxSize = 9 // Max blocks per cluster
    ore.clusterCount = 30 // Clusters per chunk
    ore.minHeight = 0 // Min Y ore spawns in
    ore.maxHeight = 64 // Max Y ore spawns in
    ore.squared = true // Adds random value to X and Z between 0 and 16. Recommended to be true
    // ore.chance = 4 // Spawns the ore every ~4 chunks. You usually combine this with clusterCount = 1 for rare
    ores
  })

  event.addSpawn(spawn => { // Create new entity spawn
```

```
spawn.category = 'creature' // Category, can be one of 'creature', 'monster', 'ambient', 'water_creature' or  
'water_ambient'  
spawn.entity = 'minecraft:pig' // Entity ID  
spawn.weight = 10 // Weight  
spawn.minCount = 4 // Min entities per group  
spawn.maxCount = 4 // Max entities per group  
})  
})
```

All values are optional. All feature types have `biomes` field like `addOre` example

Valid biome categories ('#category'):

- taiga
- extreme\_hills
- jungle
- mesa
- plains
- savanna
- icy
- the\_end
- beach
- forest
- ocean
- desert
- river
- swamp
- mushroom
- nether

You can also use ('\$type' (case doesn't matter)) on Forge's BiomeDictionary:

- hot
- cold
- wet
- dry
- sparse
- dense
- spooky
- dead
- lush
- etc.... see [BiomeDictionary](#) for more

This is the order vanilla worldgen happens:

1. raw\_generation
2. lakes
3. local\_modifications
4. underground\_structures
5. surface\_structures
6. strongholds
7. underground\_ores
8. underground\_decoration
9. vegetal\_decoration
10. top\_layer\_modification

It's possible you may not be able to generate some things in their layer, like ores in dirt, because dirt hasn't spawned yet. So you may have to change the layer by calling `ore.worldgenLayer = 'top_layer_modification'` . But this is not recommended.

If you want to remove things, see [this event](#).

---

Revision #19

Created 28 December 2020 13:32:55 by Lat

Updated 14 October 2022 14:22:41 by Max