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

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