

# 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 `add0re` 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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