WorldgenRemoveEventJS (1.16)

> For more information on `biomes` field, see worldgen.add event page.

```
onEvent('worldgen.remove', event => {
  event.removeOres(ores => {
    ores.blocks = [ 'minecraft:coal_ore', 'minecraft:iron_ore' ] // Removes coal and iron ore
    ores.biomes.values = [ 'minecraft:plains' ] // Removes it only from plains biomes
  })

  event.removeSpawnsByID(spawns => {
    spawns.entities.values = [
      'minecraft:cow',
      'minecraft:chicken',
      'minecraft:pig',
      'minecraft:zombie'
    ]
  })

  event.removeSpawnsByCategory(spawns => {
    spawns.biomes.values = [
      'minecraft:plains'
    ]
    spawns.categories.values = [
      'monster'
    ]
  })
})
```

If something isn't removing, you may try to remove it "manually" by first printing all features (this will spam your console a lot, I suggest reading logs/kubejs/startup.txt) and then removing them by ID where possible.

```
onEvent('worldgen.remove', event => {
  // May be one of the decoration types/levels described in worldgen.add docs
  // But ores are *most likely* to be generated in this one
  event.printFeatures('underground_ores')
})
```

```
onEvent('worldgen.remove', event => {
  event.removeFeatureById('underground_ores', 'mekanism:ore_copper')
})
```

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