

KubeJS ProjectE

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Lets you set the EMC values of items and the Philosopher's Stone transformations blocks with the [ProjectE](#) mod. Examples are shown below.

Server side events (`server_scripts`):

```
ProjectEEvents.setEMC(event => {
  // sets the absolute emc value of an item
  event.setEMC("minecraft:cobblestone", 0) // alias. setEMCAfter

  // sets the emc of an item before anything else happens
  // this can sometimes result in this emc value not being
  // set, but also it allows for emc values to be generated
  // from this one; i.e crafting recipes
  event.setEMCBefore("minecraft:stick", 10000);
})

ItemEvents.rightClicked("minecraft:stick", event => {
  let player = event.player;

  // getPlayerEMC will always return a string
  // because emc values can get very large
  player.tell("Your emc is " + ProjectE.getPlayerEMC(player))

  ProjectE.addPlayerEMC(player, 1000);
  // the second argument can be a string because of the above
  // ProjectE.setPlayerEMC also exists

  player.tell("Your new emc is " + ProjectE.getPlayerEMC(player))
})
```

Startup events (`server_scripts`):

```
ProjectEEvents.registerWorldTransmutations(event => {
  event.transform("minecraft:tnt", "minecraft:oak_planks");
})
```

})

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