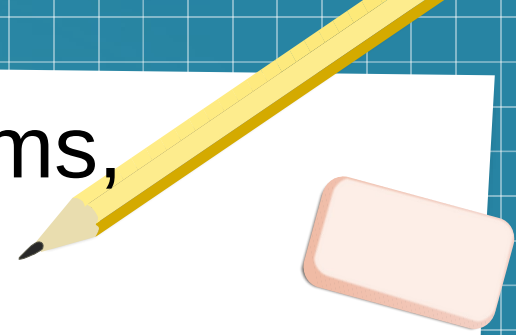




Armor

Rüstungen

# Rüstungen sind besondere Items,



- die man tragen kann
- die beim Kampf einen Einfluss haben (Schutz)
- die man nur 1x in einem Itemstack haben sollte
- die eine zusätzliche Textur für den Spieler benötigen
- die zusätzlich für den Avatar registriert werden müssen
- die mit der Zeit kaputt gehen (Abnutzung)
- die man erweitern kann
  - machen wir hier nicht, ist zu komplex

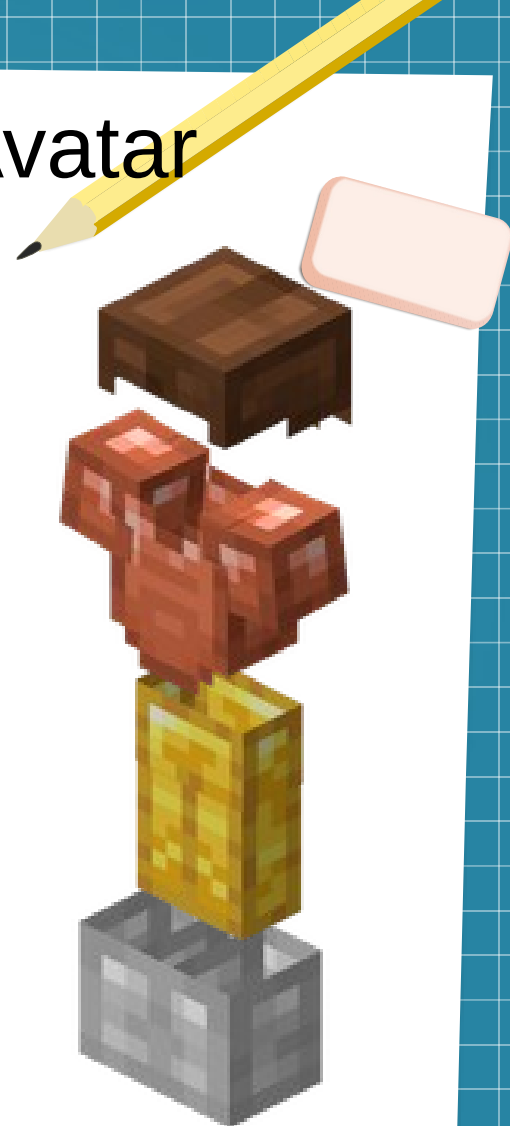
# Armor-Typen für menschlichen Avatar

- Helmet
- Chestplate
- Leggings
- Boots



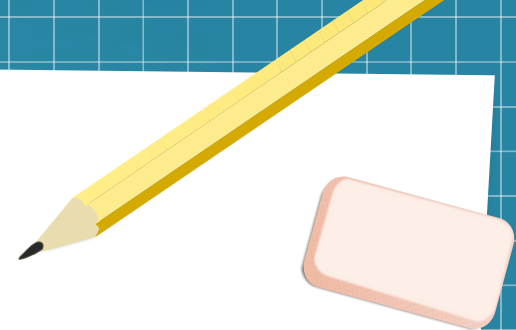
← Item

Equipment →





# Armor material



```
public class ModArmorMaterial {
    public static RegistryKey<? extends Registry<EquipmentAsset>> REGISTRY_KEY = RegistryKey
        .ofRegistry(Identifier.ofVanilla("equipment_asset"));

    public static final RegistryKey<EquipmentAsset> RUBY_KEY = RegistryKey.of(REGISTRY_KEY,
        Identifier.of(Gtamfmd.MOD_ID, "ruby"));

    public static final ArmorMaterial RUBY_ARMOR_MATERIAL = new ArmorMaterial(500,
        Util.make(new EnumMap<>(EquipmentType.class), map -> {
            map.put(EquipmentType.BOOTS, 3);
            map.put(EquipmentType.LEGGINGS, 4);
            map.put(EquipmentType.CHESTPLATE, 10);
            map.put(EquipmentType.HELMET, 3);
            map.put(EquipmentType.BODY, 5);
        }), 20, SoundEvents.ITEM_ARMOR_EQUIP_DIAMOND, 0, 0, null, RUBY_KEY);
}
```

✓ > GTAMFMD [GTAMFMD main]

✓ > src/main/java

✓ > de.jottyfan.minecraft

> block

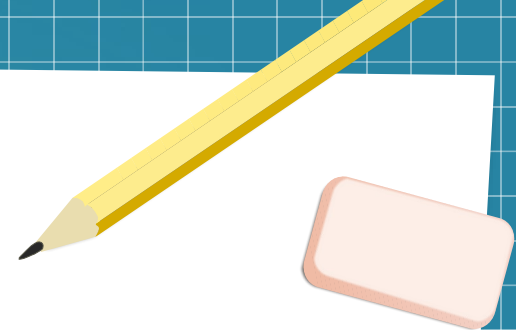
✓ > item

> Food.java

> ModArmorMaterial.java


> ModItems.java


# Items anlegen





```
private static Item registerArmorItem(String name, EquipmentType type) {  
    Identifier identifier = Identifier.of(Gtamfmd.MOD_ID, name);  
    Item.Settings settings = new Item.Settings().maxCount(1)  
        .armor(ModArmorMaterial.RUBY_ARMOR_MATERIAL, type);  
    return registerItem(identifier, settings);  
}
```


```
public static final Item RUBY_BOOTS = registerArmorItem("ruby_boots", EquipmentType.BOOTS);  
public static final Item RUBY_HELMET = registerArmorItem("ruby_helmet", EquipmentType.HELMET);  
public static final Item RUBY_CHESTPLATE = registerArmorItem("ruby_chestplate", EquipmentType.CHESTPLATE);  
public static final Item RUBY_LEGGINGS = registerArmorItem("ruby_leggings", EquipmentType.LEGGINGS);
```


▼  > GTAMFMD [GTAMFMD main]


>  src/main/java







▼  > src/main/resources

▼  > assets.gtamfmd

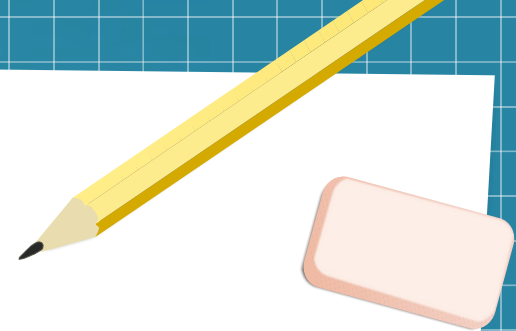
>  blockstates

>  > equipment

▼  > items

-  gingerbread.json
-  ruby\_block.json
-  ruby\_boots.json
-  ruby\_chestplate.json
-  ruby\_helmet.json
-  ruby\_leggings.json

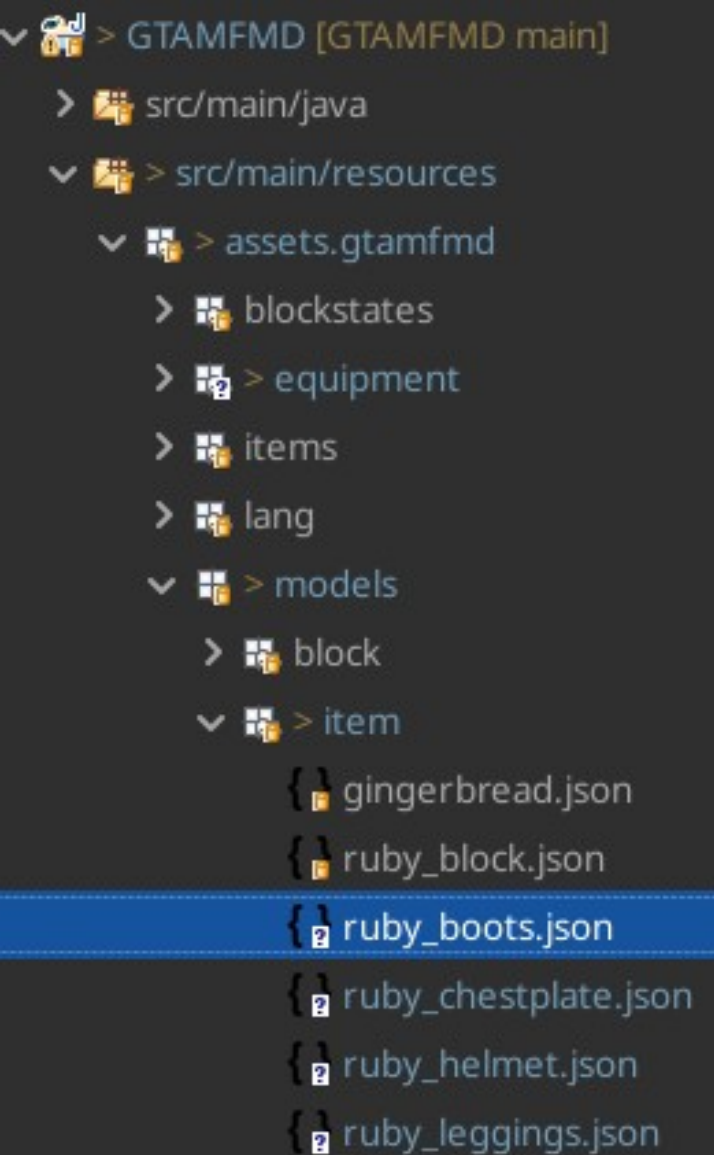
# Assets für items



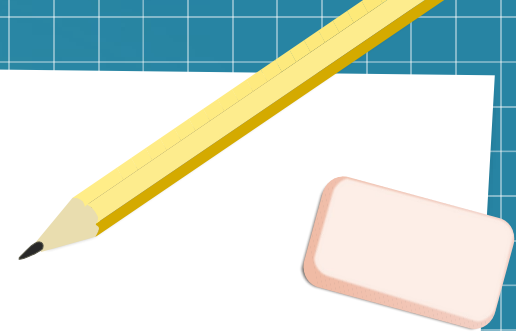
Immer alles für:

helmet, chestplate,  
leggings, boots

```
{  
  "model": {  
    "type": "minecraft:model",  
    "model": "gtamfmd:item/ruby_helmet"  
  }  
}
```



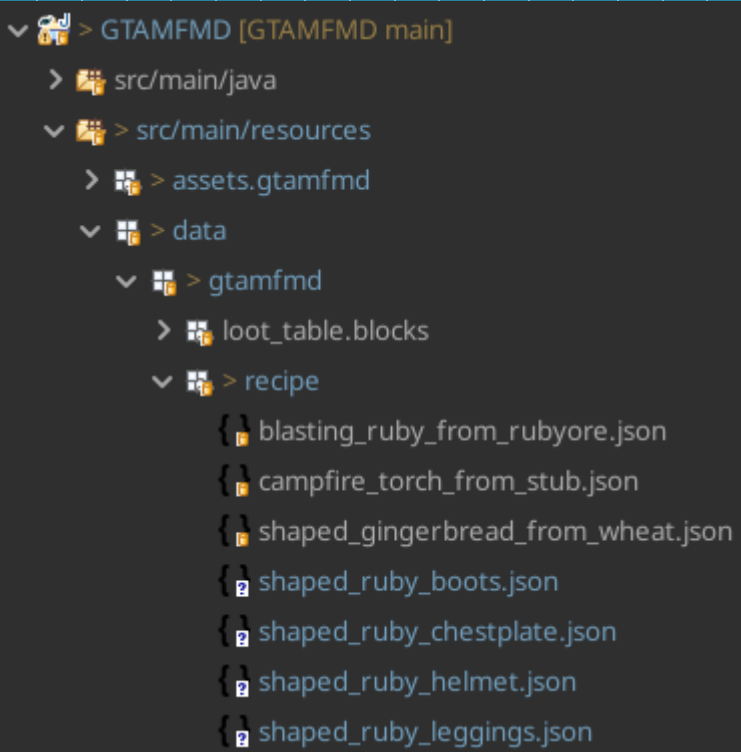
# Assets models



Immer alles für:

helmet, chestplate,  
leggings, boots

```
{  
  "parent": "item/coal",  
  "textures": {  
    "layer0": "gtamfmd:item/ruby_boots"  
  }  
}
```



# Crafting-Rezepte

```

{
  "type": "minecraft:crafting_shaped",
  "pattern": [
    "t t",
    "ttt",
    "ttt"
  ],
  "key": {
    "t": "gtamfmd:ruby"
  },
  "result": {
    "id": "gtamfmd:ruby_chestplate",
    "count": 1
  }
}

```

Immer alles für:

helmet, chestplate,  
leggings, boots



```
▼ > GTAMFMD [GTAMFMD main]
  > src/main/java
  ▼ > src/main/resources
    ▼ > assets.gtamfmd
      > blockstates
      ▼ > equipment
        { } ruby.json
```

# Equipment registration

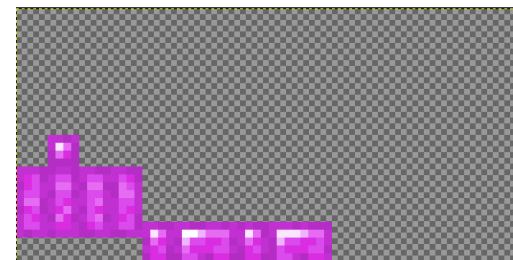
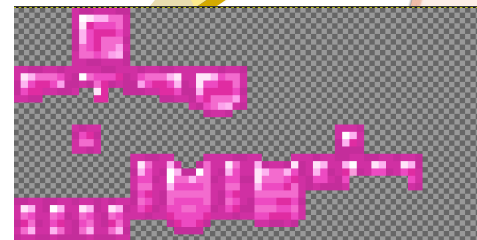
```
{
  "layers": {
    "humanoid": [
      {
        "texture": "gtamfmd:ruby"
      }
    ],
    "humanoid_leggings": [
      {
        "texture": "gtamfmd:ruby"
      }
    ]
  }
}
```

Immer alles für:

helmet, chestplate,  
leggings, boots

# Texturen

- textures/entity/equipment/humanoid/ruby.png
- textures/entity/equipment/humanoid\_leggings/ruby.png
- textures/item



ruby\_boots  
.png

ruby\_chest  
plate.png

ruby\_helm  
et.png

ruby\_leggi  
ngs.png

# Übersetzungen nicht vergessen

