



Ore Generation

Eigene Blöcke in der Minecraftwelt



Features und Biome Modifications

- Configured Features – Was ersetzen?
- Placed Features – Wo platzieren?
- Biome Modifications – Registrieren

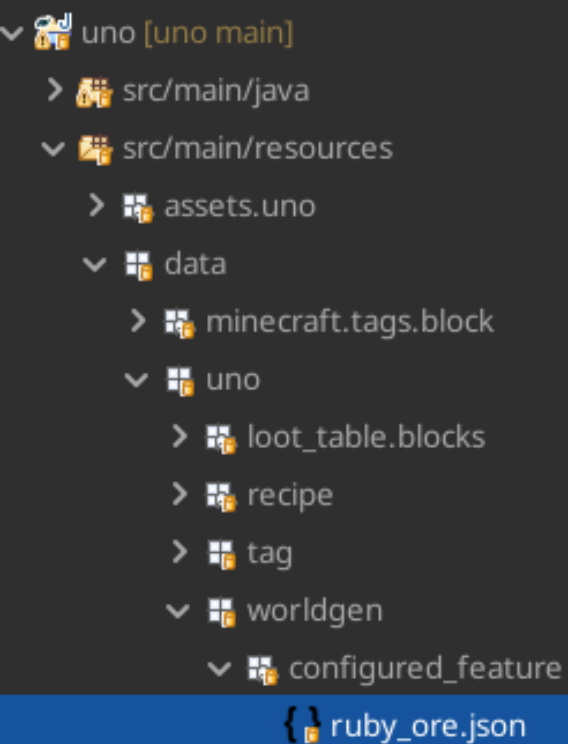


Configured Feature

- Generieren über Webseite:

<https://misode.github.io/worldgen/feature/>

Konfigurationsfeature anlegen



```
{
  "type": "minecraft:ore",
  "config": {
    "discard_chance_on_air_exposure": 0.0,
    "size": 10,
    "targets": [
      {
        "state": {
          "Name": "uno:ruby_ore"
        },
        "target": {
          "predicate_type": "minecraft:tag_match",
          "tag": "minecraft:stone_ore_replaceables"
        }
      }
    ]
  }
}
```



Placed Feature

- Generieren über Webseite:

<https://misode.github.io/worldgen/placed-feature/>

uno [uno main]

> src/main/java

▼ src/main/resources

> assets.uno

▼ data

> minecraft.tags.block

▼ uno

> loot_table.blocks

> recipe

> tag

▼ worldgen

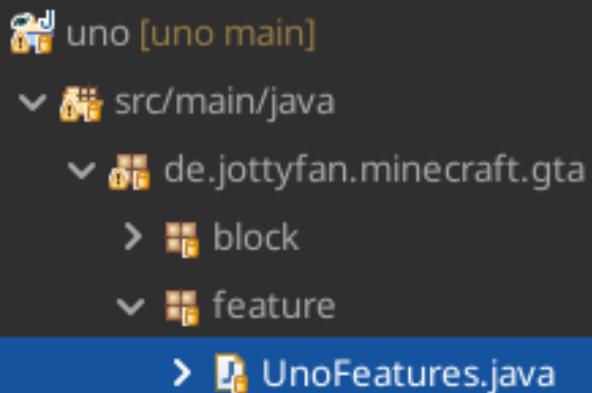
> configured_feature

▼ placed_feature

{ } ruby_ore.json

Platzierungsfeature anlegen

```
{
  "feature": "uno:ruby_ore",
  "placement": [{
    "type": "minecraft:count",
    "count": 9}, {
    "type": "minecraft:in_square"}, {
    "type": "minecraft:height_range",
    "height": { "type": "minecraft:trapezoid",
      "max_inclusive": { "absolute": 128 },
      "min_inclusive": { "absolute": -128 } }}, {
    "type": "minecraft:biome"}]
}
```



Registrieren der Features in Java



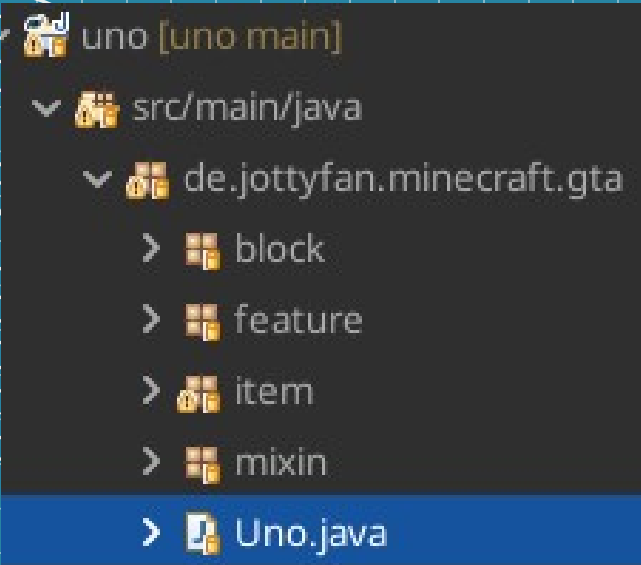
```
public class UnoFeatures {
    public static final ResourceKey<ConfiguredFeature<?, ?>> CF_RUBY_ORE = genCf("ruby_ore");

    public static final ResourceKey<PlacedFeature> PF_RUBY_ORE = genPf("ruby_ore");

    private static ResourceKey<ConfiguredFeature<?, ?>> genCf(String name) {
        return ResourceKey.create(Registries.CONFIGURED_FEATURE, Identifier.fromNamespaceAndPath(Uno.MOD_ID, name));
    }

    private static ResourceKey<PlacedFeature> genPf(String name) {
        return ResourceKey.create(Registries.PLACED_FEATURE, Identifier.fromNamespaceAndPath(Uno.MOD_ID, name));
    }

    public static final void registerFeatures() {
        BiomeModifications.addFeature(BiomeSelectors.foundInOverworld(), GenerationStep.Decoration.UNDERGROUND_ORES,
            PF_RUBY_ORE);
    }
}
```



Anbindung der OreGeneration

```
@Override  
public void onInitialize() {  
    LOGGER.info("initializing uno");  
    UnoItems.registerUnoItems();  
    UnoBlocks.registerModBlocks();  
    UnoFeatures.registerFeatures();  
}
```


Arbeit sichern

- Git add, git commit & git push

