



Ore Generation

Eigene Blöcke in der Minecraftwelt



Features und Biome Modifications

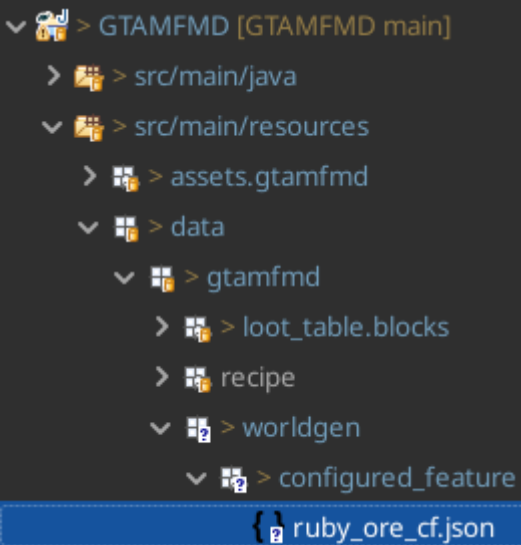
- Configured Features – Was ersetzen?
- Placed Features – Wo platzieren?
- Biome Modifications – Registrieren



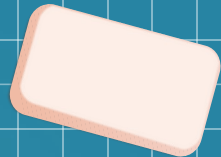
Configured Feature

- Generieren über Webseite:

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

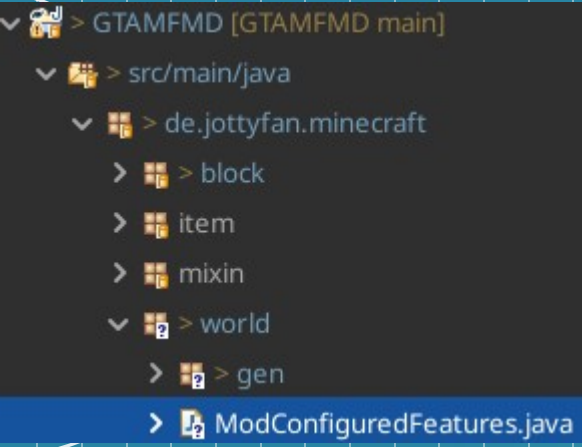
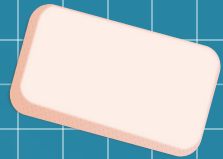


Konfigurationsfeature anlegen



```
"type": "minecraft:ore",  
"config": {  
  "discard_chance_on_air_exposure": 0.0,  
  "size": 20,  
  "targets": [{  
    "state": { "Name": "gtamfmd:ruby_ore" },  
    "target": {  
      "predicate_type": "minecraft:tag_match",  
      "tag": "minecraft:stone_ore_replaceables"}}}, {  
    "state": { "Name": "gtamfmd:ruby_deepslate_ore" },  
    "target": {  
      "predicate_type": "minecraft:tag_match",  
      "tag": "minecraft:deepslate_ore_replaceables"  
    }  
  }  
}]}
```

Registrieren des Configured Feature



```
public class ModConfiguredFeatures {  
    public static final RegistryKey<ConfiguredFeature<?, ?>>  
        RUBY_ORE_CF = registerKey("ruby_ore_cf");  
  
    private static RegistryKey<ConfiguredFeature<?, ?>>  
        registerKey(String name) {  
        return RegistryKey.of(RegistryKeys.CONFIGURED_FEATURE,  
            Identifier.of(Gtamfmd.MOD_ID, name));  
    }  
}
```



Placed Feature

- Generieren über Webseite:

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

GTAMFMD [GTAMFMD main]

> src/main/java

> src/main/resources

> assets.gtamfmd

> data

> gtamfmd

> loot_table.blocks

> recipe

> worldgen

> configured_feature

> placed_feature

{ ruby_ore_pf.json

• Platzierungsfeature anlegen

```
{  
  "feature": "gtamfmd:ruby_ore_cf",  
  "placement": [{  
    "type": "minecraft:count",  
    "count": 16 }, {  
    "type": "minecraft:in_square" }, {  
    "type": "minecraft:height_range",  
    "height": { "type": "minecraft:trapezoid",  
      "max_inclusive": { "absolute": 80 },  
      "min_inclusive": { "absolute": -80 }}}}, {  
    "type": "minecraft:biome"  
  }  
}]}
```

GTAMFMD [GTAMFMD main]

src/main/java

de.jottyan.minecraft

block

item

mixin

world

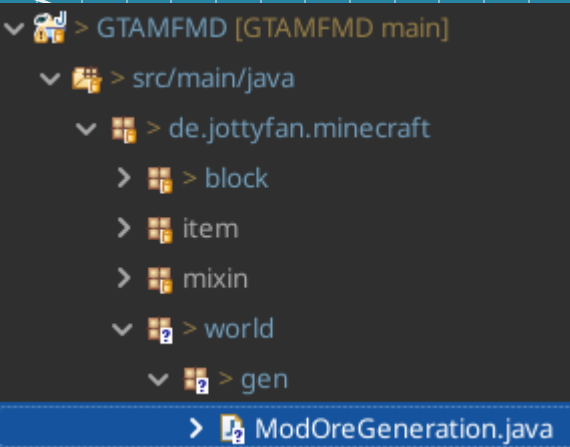
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ModConfiguredFeatures.java

ModPlacedFeatures.java

Registrieren des Placed Feature

```
public class ModPlacedFeatures {  
    public static final RegistryKey<PlacedFeature>  
        RUBY_ORE_PF = registerKey("ruby_ore_pf");  
  
    private static RegistryKey<PlacedFeature>  
        registerKey(String name) {  
        return RegistryKey.of(RegistryKeys.PLACED_FEATURE,  
            Identifier.of(Gtamfmd.MOD_ID, name));  
    }  
}
```

Biome modification

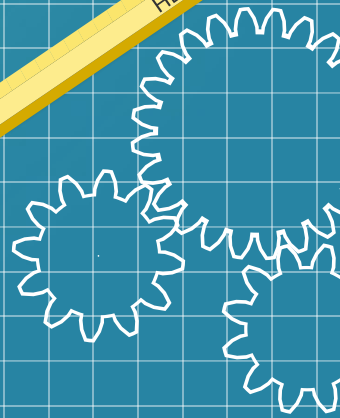
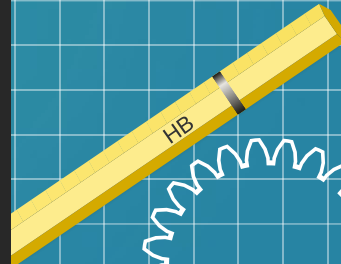
```
public class ModOreGeneration {  
    public static void generateOres() {  
        BiomeModifications.addFeature(BiomeSelectors.foundInOverworld(),  
            GenerationStep.Feature.UNDERGROUND_ORES,  
            ModPlacedFeatures.RUBY_ORE_PF);  
    }  
}
```



Anbindung der OreGeneration

- In GTAMFMD.java

```
@Override  
public void onInitialize() {  
    ModItems.registerModItems();  
    ModBlocks.registerModBlocks();  
    ModOreGeneration.generateOres();  
}
```





Arbeit sichern

- Git add, git commit & git push