

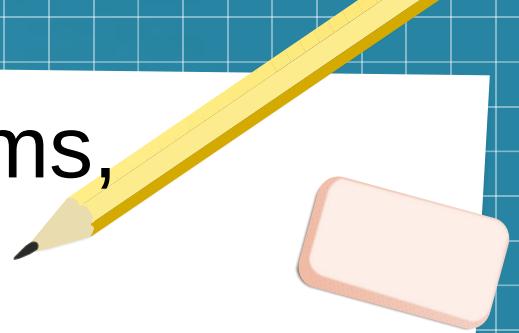


Armor

Rüstungen

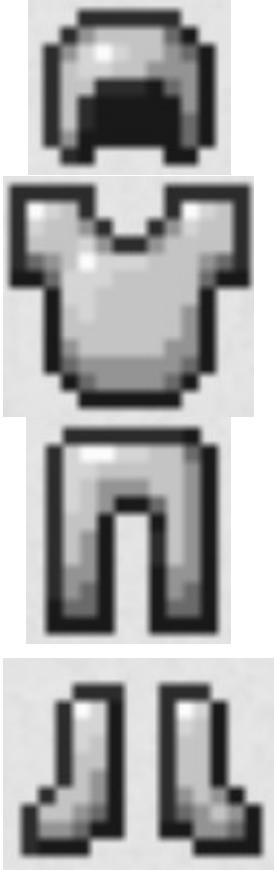
Rüstungen sind besondere Items,

- 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

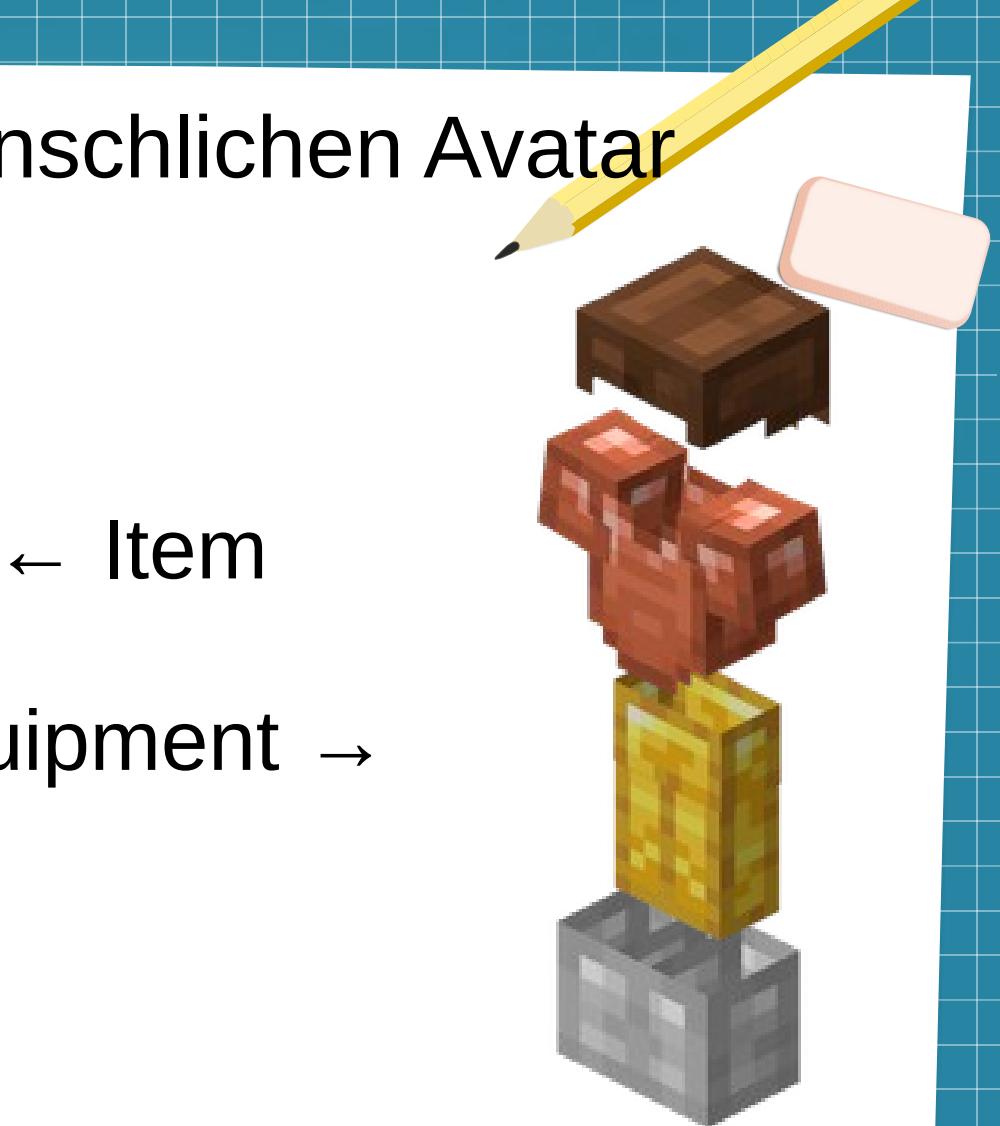


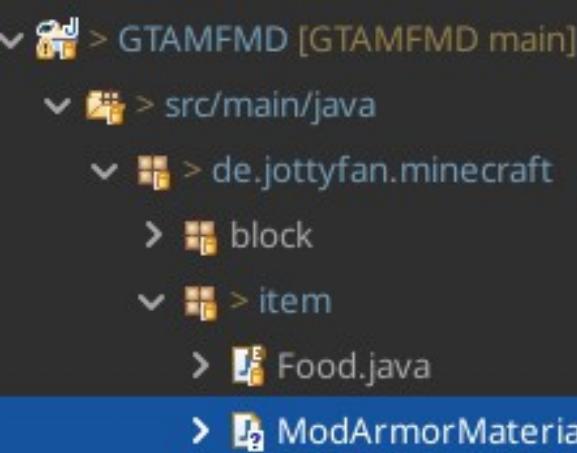
Armor-Typen für menschlichen Avatar

- Helmet
- Chestplate
- Leggings
- Boots

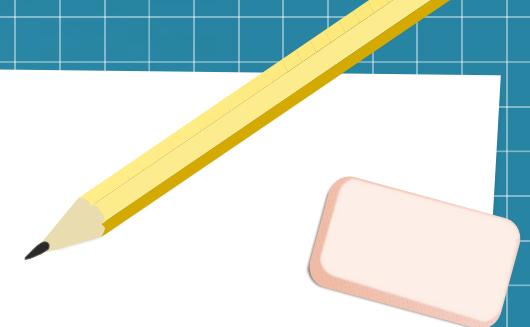


← Item →
Equipment

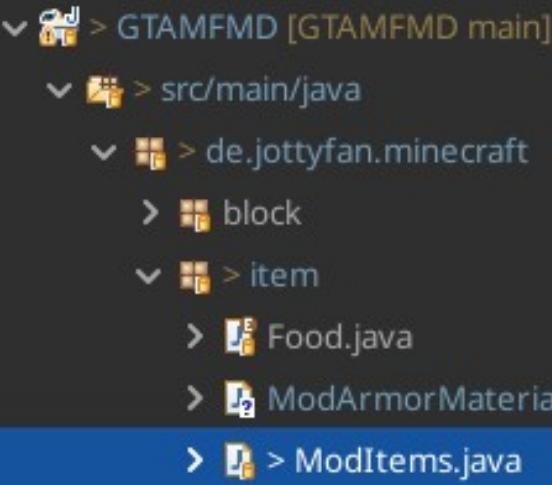




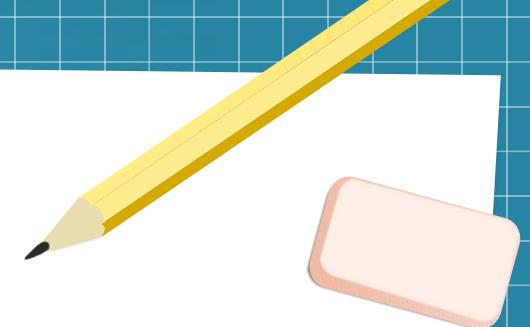
Armor material



```
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);  
}
```

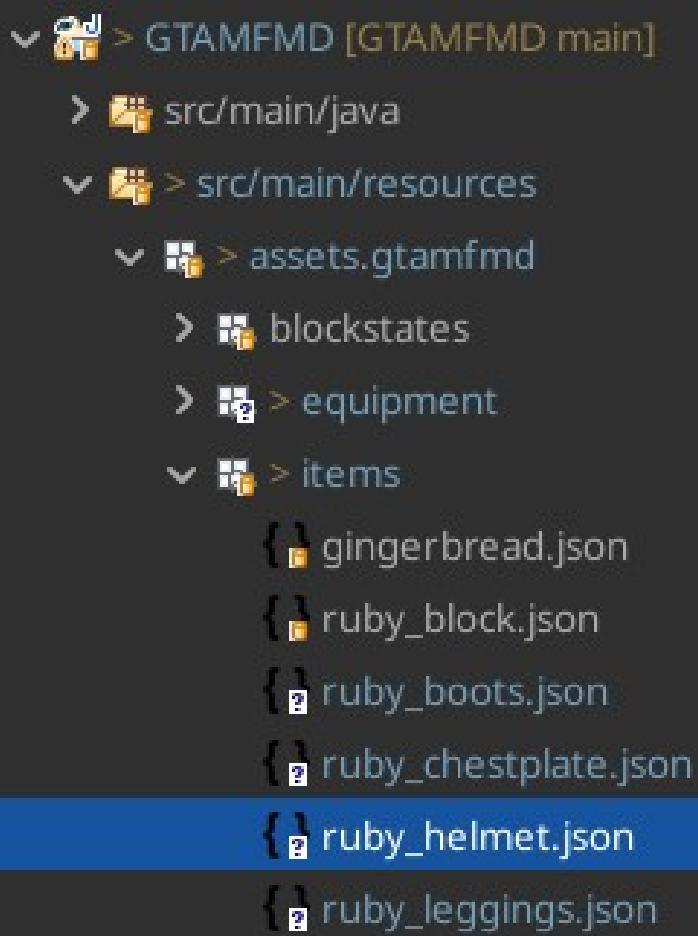


Items anlegen

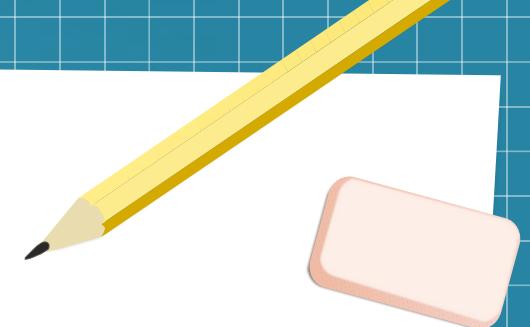


```
private static Item registerArmorItem(String name, EquipmentType type) {  
    Identifier identifier = Identifier.of(Gtamfmd.MOD_ID, name);  
    Item.Settings settings = new Item.Settings().maxCount(1)  
        .armor(ModArmorMaterial.RUBY_ARMOR_MATERIAL, type);  
    return registerItem(identifier,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

```
public static final Item RUBY_BOOTS = registerArmorItem("ruby_boots", EquipmentType.BOOTSS);  
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);
```



Assets für items



Immer alles für:

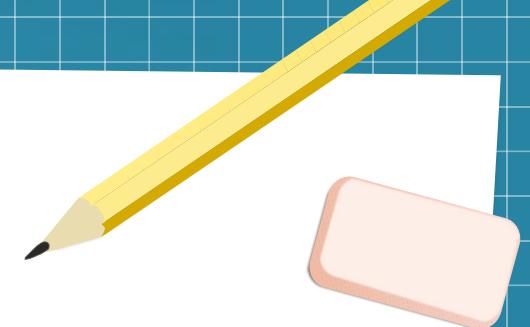
helmet, chestplate,
leggings, boots

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

adt > GTAMFMD [GTAMFMD main]

- > src/main/java
- ✓ > src/main/resources
 - ✓ > assets.gtamfmd
 - > blockstates
 - > > equipment
 - > items
 - > lang
 - ✓ > models
 - > block
 - ✓ > item
 - { } gingerbread.json
 - { } ruby_block.json
 - { } ruby_boots.json
 - { } ruby_chestplate.json
 - { } ruby_helmet.json
 - { } ruby_leggings.json

Assets models



Immer alles für:

helmet, chestplate,
leggings, boots

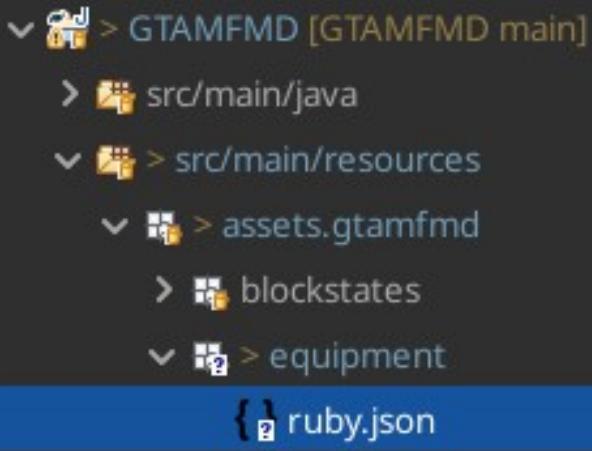
```
{  
    "parent": "item/coal",  
    "textures": {  
        "layer0": "gtamfmd:item/ruby_boots"  
    }  
}
```

```
> src/main/java  
> src/main/resources  
> assets.gtamfmd  
> data  
> gtamfmd  
> loot_table.blocks  
> recipe  
{ } blasting_ruby_from_rubyore.json  
{ } campfire_torch_from_stub.json  
{ } shaped_gingerbread_from_wheat.json  
{ ?} shaped_ruby_boots.json  
{ ?} shaped_ruby_chestplate.json  
{ ?} shaped_ruby_helmet.json  
{ ?} shaped_ruby_leggings.json
```

Immer alles für:
helmet, chestplate,
leggings, boots

Crafting-Rezepte

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



Equipment registration

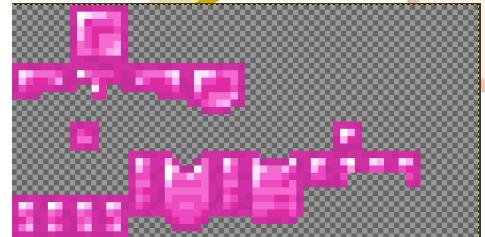
```
{  
    "layers": {  
        "humanoid": [  
            {  
                "texture": "gtamfmd:ruby"  
            }  
        ],  
        "humanoid_leggings": [  
            {  
                "texture": "gtamfmd:ruby"  
            }  
        ]  
    }  
}
```

Immer alles für:

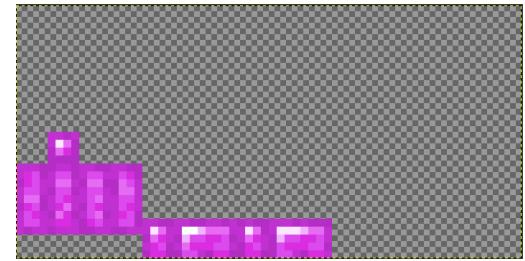
helmet, chestplate,
leggings, boots

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
.png



ruby_leggi
ngs.png

Übersetzungen nicht vergessen

