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# **SimplePlugins Documentation**

***Release 1.5.2-2***

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Create simple minecraft *mods* (Plugins) without setting up a complete forge development environment.



# CHAPTER 1

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## Usage

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Clone the blueprint repo version matching the version of SimplePlugins you want to use or download the .zip-Archive of it and extract it (You can rename the directory containing the extracted files to anything you want). The link to the correct blueprint version and the download of the .zip-Archive can be found alongside every [release](#) of SimplePlugins.

Inside the directory, run `gradlew setupDecompWorkspace` to initialize forge. Then, depending on the IDE you use, run `gradlew eclipse` or `gradlew idea` `genIntelliJRuns`.

You can now begin creating your plugin:

- Adjust the `build.gradle` (`group` and `archiveBaseName` ) to your needs.
- Either delete and start from scratch or rename the default plugin class
- Enter the name into the manifest attributes

Look at the [documentation](#) to get an idea of how achieve certain things.





## CHAPTER 2

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### Bug Reports

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Please report any and all issues you encounter while using this mod on the [issue tracker](#). It is important to include the SimplePlugins, Minecraft and Forge version you are using, in your reports/ideas/suggestions.



## CHAPTER 3

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### Documentation

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Many things are already documented right in the source code and the javadoc. For all other things and further research, the documentation of SimplePlugins is available at <https://simpleplugins.readthedocs.io/en/latest>.



## CHAPTER 4

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### Development

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Help with the development is highly appreciated, e. g. pull requests, writing missing documentation or adding ideas.

SimplePlugins's source code is hosted on GitHub at <https://github.com/liketechnik/SimplePlugins>.

If you want to work on SimplePlugins, clone the repository from github and initialize the forge modding environment as described above.



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### Versioning scheme

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- The first number stands for the minecraft version: The first version 1.x was released for MC version 1.12, so version 3.x would refer to MC Version 1.14.
- The second number stands for added features: For every added feature/release, the number gets increased, i. e the current version is x.0 and a new feature is added, the new version would be x.1.
- The third number gets increased for every forge update (inside one MC version).
- The number after the bullet point gets increased after bugfixes.
- The numbers can only increase for the same MC version, after a new MC Version, all other numbers are reset to 0





## CHAPTER 6

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### Acknowledgements

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Thanks to the [Forge project](#) for creating a great framework for modding minecraft. Without forge, this would not be possible.

I had the idea for this mod after I met the [Canary project](#), a framework for creating server side plugins for minecraft. Sadly, the latest version was made for the minecraft version 1.8, which was one of the reasons for me to start this project.



## 7.1 Setup SimplePlugins

In this part, you will learn how to setup your plugin. When you finished the setup, you can start looking at the other parts of the tutorial and play with MC.

### 7.1.1 Setup your plugin

First download the blueprint .zip-Archive, which is marked with a b in front of the version, for your preferred version from the [release page](#) at github. Unpack the archive to a location where you want to work at your plugin, this place is going to be referred to as the *project directory*. You can rename the folder containing all the stuff to whatever you want to call your plugin.

Next head over the [forge setup tutorial](#) and step over steps 1-3, because everything is ready to start with step 4 in your project directory. After you finished step 6, your ready to start customizing your plugin.

### 7.1.2 Make it yours

Now you can start making your plugin truly yours:

1. First open the `build.gradle` file, this file contains information such as the name of your plugin. Change the values of the lines `group` and `archivesBaseName` to your liking (they can both have the same name), in our case this name will be `demoPlugin`. Then choose a name for the main class of the plugin, it is recommended to choose the same name you just used, so our main class will be called `DemoPlugin`. Your `build.gradle` file will then roughly look like this (the lines you should have changed are highlighted):

Listing 7.1: build.gradle

```
buildscript {  
    repositories {  
        jcenter()  
        maven { url = "http://files.minecraftforge.net/maven" }  
    }  
}
```

```
}
dependencies {
    classpath 'net.minecraftforge.gradle:ForgeGradle:2.3-SNAPSHOT'
}
}
apply plugin: 'net.minecraftforge.gradle.forge'
//Only edit below this line, the above code adds and enables the necessary
→things for Forge to be setup.

version = "1.0"
group = "demoPlugin" // http://maven.apache.org/guides/mini/guide-naming-
→conventions.html
archivesBaseName = "demoPlugin"

jar {
    manifest {
        attributes(
            'Main-Class': 'DemoPlugin'
        )
    }
}

sourceCompatibility = targetCompatibility = '1.8' // Need this here so
→eclipse task generates correctly.
compileJava {
    sourceCompatibility = targetCompatibility = '1.8'
}

minecraft {
    version = "1.12.2-14.23.2.2618"
    runDir = "run"

    // the mappings can be changed at any time, and must be in the
→following format.
    // snapshot_YYYYMMDD    snapshot are built nightly.
    // stable_#              stables are built at the discretion of the MCP
→team.
    // Use non-default mappings at your own risk. they may not always work.
    // simply re-run your setup task after changing the mappings to update
→your workspace.
    mappings = "snapshot_20171003"
    // makeObfSourceJar = false // an Srg named sources jar is made by
→default. uncomment this to disable.
}
```

2. Then go into the `src/main/java` folder where all your classes will reside. It contains a default class you can rename to the class name you chose in step 1. Then open up the file and change the class name and modify the string passed to the constructor of the superclass too. (You can also edit the author and date information of the javadoc or delete it, if you want). After this, your main class should look like this (changes are highlighted again):

Listing 7.2: `src/main/java/DemoPlugin.java`

```
import simplePlugins.plugins.api.Plugin;

/**
```

```

* @author tutorial
* @version 1.0
* @date 18 of Februar 2018
*/
public class DemoPlugin extends Plugin {

    public DemoPlugin() {
        super("DemoPlugin");
    }

}

```

Now you're ready to create your first plugin. You have multiple options what you can start with:

- Create your first commands.
- React to events and modify the game.

## 7.2 Commands with SimplePlugins

With commands you can make minecraft do something, everytime a player uses your command. In this part of the documentation, you are going to learn how to create commands with SimplePlugins.

### 7.2.1 Your first command

If you have already setup your plugin, you are ready to create your first command now. If you did not setup your plugin yet and need help with it, take a look at [Setup SimplePlugins](#).

In this tutorial, we are going to explain the creation of the command step by step. In the tutorials that enlarge the topic commands, we will show you the whole command and only explain the new parts.

To begin with the creation of your command, open your plugin's main class. Add a method starting with the name of your command and ending with `Command`, that return nothing and takes a [simplePlugins.plugins.api.wrappers.EntityPlayerWrapper](#):

```


```

## 7.3 Javadoc

### 7.3.1 simplePlugins.plugins.api

#### EventListener

public interface **EventListener**

**Author** Florian Warzecha

#### Plugin

public abstract class **Plugin**

**Author** Florian Warzecha

## Fields

### logger

public Logger **logger**

## Constructors

### Plugin

public **Plugin** (*String name*)

## Methods

### getName

public *String* **getName** ()

### registerCommandClasses

public void **registerCommandClasses** (FMLServerStartingEvent *event*)

This is called during registration of commands. Allows the registration of own command *classes* via the `net.minecraftforge.fml.common.event.FMLServerStartingEvent.registerServerCommand(ICommand)` method.

### registerEventClasses

public void **registerEventClasses** ()

This is called during registration of events. Allows the registration of own event *classes* via the `net.minecraftforge.fml.common.eventhandler.EventBus.register(Object)` method. Call this method on the following instance: `net.minecraftforge.common.MinecraftForge.EVENT_BUS`

### setLogger

public void **setLogger** (Logger *logger*)

## 7.3.2 simplePlugins.plugins.api.annotations

### ParamCommand

public @interface **ParamCommand**

**Author** Florian Warzecha

## SimpleCommand

public @interface **SimpleCommand**

**Author** Florian Warzecha

### 7.3.3 simplePlugins.plugins.api.commands

## ParamCommand

public class **ParamCommand** extends *SimpleCommand*

**Author** Florian Warzecha

## Constructors

## ParamCommand

public **ParamCommand** (*String name*, *String usage*, *String[] paramsUsage*, *Method command*,  
*Plugin plugin*)

## Methods

### execute

public void **execute** (MinecraftServer *server*, ICommandSender *sender*, *String[] args*)

### getUsage

public *String* **getUsage** (ICommandSender *sender*)

## SimpleCommand

public class **SimpleCommand** extends CommandBase

**Author** Florian Warzecha

## Fields

### command

protected *Method* **command**

### name

protected *String* **name**

## plugin

protected *Plugin* **plugin**

## usage

protected *String* **usage**

## Constructors

### SimpleCommand

public **SimpleCommand** (*String* *name*, *String* *usage*, *Method* *command*, *Plugin* *plugin*)

## Methods

### execute

public void **execute** (*MinecraftServer* *server*, *ICommandSender* *sender*, *String*[] *args*)

### getName

public *String* **getName** ()

### getPlugin

public *Plugin* **getPlugin** ()

### getUsage

public *String* **getUsage** (*ICommandSender* *sender*)

## 7.3.4 simplePlugins.plugins.api.events

### EventWrapper

public class **EventWrapper**

**Author** Florian Warzecha



## Constructors

### EventWrapper

public **EventWrapper** (Event *event*)

## Methods

### cancel

public void **cancel** ()

### getUnwrapped

public Event **getUnwrapped** ()

## 7.3.5 simplePlugins.plugins.api.events.entity

### EntityEventWrapper

public class **EntityEventWrapper** extends *EventWrapper*

**Author** Florian Warzecha

## Constructors

### EntityEventWrapper

public **EntityEventWrapper** (EntityEvent *event*)

## Methods

### getEntity

public *EntityWrapper* **getEntity** ()

### getUnwrapped

public EntityEvent **getUnwrapped** ()

### 7.3.6 simplePlugins.plugins.api.events.entity.living

#### LivingEventWrapper

public class **LivingEventWrapper** extends *EntityEventWrapper*

**Author** Florian Warzecha

#### Constructors

##### LivingEventWrapper

public **LivingEventWrapper** (LivingEvent *event*)

#### Methods

##### getEntityLiving

public *EntityLivingBaseWrapper* **getEntityLiving** ()

##### getUnwrapped

public LivingEvent **getUnwrapped** ()

### 7.3.7 simplePlugins.plugins.api.events.entity.player

#### PlayerEventWrapper

public class **PlayerEventWrapper** extends *LivingEventWrapper*

**Author** Florian Warzecha

#### Constructors

##### PlayerEventWrapper

public **PlayerEventWrapper** (PlayerEvent *event*)

#### Methods

##### getEntityPlayer

public *EntityPlayerWrapper* **getEntityPlayer** ()

## getUnwrapped

```
public PlayerEvent getUnwrapped ()
```

## PlayerInteractEventWrapper

```
public class PlayerInteractEventWrapper extends PlayerEventWrapper
```

**Author** Florian Warzecha

## Fields

### event

PlayerInteractEvent **event**

## Constructors

### PlayerInteractEventWrapper

```
public PlayerInteractEventWrapper (PlayerInteractEvent event)
```

## Methods

### getUnwrapped

```
public PlayerInteractEvent getUnwrapped ()
```

## 7.3.8 simplePlugins.plugins.api.events.entity.player.itemUseEvent

### ItemUseEvent

```
public class ItemUseEvent extends PlayerInteractEventWrapper
```

**Author** Florian Warzecha

## Constructors

### ItemUseEvent

```
public ItemUseEvent (PlayerInteractEvent.RightClickItem event)
```

## Methods

### getConverter

public static `Class<?>` **getConverter** ()

### getUnwrapped

public `PlayerInteractEvent.RightClickItem` **getUnwrapped** ()

### getWorld

public `WorldWrapper` **getWorld** ()

## ItemUseEventConverter

public class **ItemUseEventConverter**

**Author** Florian Warzecha

## Constructors

### ItemUseEventConverter

public **ItemUseEventConverter** (`Method` *eventReceiver*, `Plugin` *plugin*)

## Methods

### onItemUse

public void **onItemUse** (`PlayerInteractEvent.RightClickItem` *event*)

## 7.3.9 simplePlugins.plugins.api.wrappers

### EntityPlayerWrapper

public class **EntityPlayerWrapper** extends `EntityLivingBaseWrapper`

**Author** Florian Warzecha

## Constructors

### EntityPlayerWrapper

public **EntityPlayerWrapper** (`EntityPlayer` *player*)

## Methods

### getUnwrapped

public EntityPlayer **getUnwrapped** ()

## WorldWrapper

public class **WorldWrapper**

**Author** Florian Warzecha

## Constructors

### WorldWrapper

public **WorldWrapper** (World *world*)

## Methods

### attemptSetBlock

public boolean **attemptSetBlock** (Block *block*, BlockPos *pos*)

### attemptSetBlock

public boolean **attemptSetBlock** (Block *block*, double *x*, double *y*, double *z*)

### forceSetBlock

public boolean **forceSetBlock** (Block *block*, BlockPos *pos*)

### forceSetBlock

public boolean **forceSetBlock** (Block *block*, double *x*, double *y*, double *z*)

### getBlockAt

public Block **getBlockAt** (BlockPos *pos*)

### getBlockAt

public Block **getBlockAt** (double *x*, double *y*, double *z*)

### **getUnwrapped**

public World **getUnwrapped** ()

### **isBlockAt**

public boolean **isBlockAt** (BlockPos *pos*)

### **isBlockAt**

public boolean **isBlockAt** (double *x*, double *y*, double *z*)

### **removeBlockAt**

public boolean **removeBlockAt** (BlockPos *pos*)

### **removeBlockAt**

public boolean **removeBlockAt** (double *x*, double *y*, double *z*)

### **spawnEntity**

public boolean **spawnEntity** (Entity *entity*, double *x*, double *y*, double *z*)

### **spawnEntity**

public boolean **spawnEntity** (Entity *entity*, BlockPos *pos*)

## **7.3.10 simplePlugins.plugins.api.wrappers.entity**

### **EntityLivingBaseWrapper**

public class **EntityLivingBaseWrapper** extends *EntityWrapper*

**Author** Florian Warzecha

### **Constructors**

### **EntityLivingBaseWrapper**

public **EntityLivingBaseWrapper** (EntityLivingBase *entity*)

## Methods

### addHealth

public void **addHealth** (float *amount*)

### getUnwrapped

public EntityLivingBase **getUnwrapped** ()

### kill

public void **kill** ()

## EntityWrapper

public class **EntityWrapper**

**Author** Florian Warzecha

## Constructors

### EntityWrapper

public **EntityWrapper** (Entity *entity*)

## Methods

### forceTeleport

public void **forceTeleport** (double *x*, double *y*, double *z*)

### forceTeleport

public void **forceTeleport** (BlockPos *pos*)

### getUnwrapped

public Entity **getUnwrapped** ()

### getWorld

public *WorldWrapper* **getWorld** ()

### **sendMessageTo**

public void **sendMessageTo** (*String message*, TextFormatting *color*)

### **sendMessageTo**

public void **sendMessageTo** (*String message*)



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