

Add-ons

Hi! And hello there!

This is the add-ons docs, useful in case you want to make one or add compatibility to my mod,so how do you do such thing?

Well... there are multiple chapters in here,your first one... is this,this is the introduction,so as the introduction I'm gonna tell ya this:

Add-ons are a way to add to things,as the name suggests if you didn't know that already,in this case,they add to a mod,they can add whatever you want depending on the case,the way Minecraft works,you can add anything (more or less),my mod wise instead,as whit other mods like some big ones (you know the ones) that have add-ons let you add on them and on the game as they themselves add to the game,this is the case whit my mod too,for example if you wanted to make a new mechanical thing like another press you could but it isn't as easy as thinking about it,you also have to do it,code it,model it,and this sort of stuff... you get the idea,so what do you need and how can you do it?

(Btw,if it wasn't clear enough,this documentation is beginner friendly which means I will explain all the things,they might not be 100% correct but I'm trying x_x and it's always better than giving no documentation :))

What's needed?

This step instead is what you need to make them and what you can use to make these add-ons...

Either you can code them or use MCreator to make one,my mod has been created whit MCreator so you can use both as MCreator is basically coding but visually whit it's procedures

For the examples I'm gonna explain how to do a machine

So if you go the coding way you'll need:

- To make a mod
- To add the tags needed depending on your machine
- To make the code for your machine
- To make sure the NBTs in your code are right
- A model
- A texture for the model
- More coding stuff
- Seeing MCreator part might help understand more
- (This isn't a video tutorial,search up how to make a mod and read the other parts)

Instead for the MCreator way:

- Make a block
- Create a model
- Create a texture
- Give your block the 2 above

- Make a procedure on tick for your machine
- In the procedure add all the NBTs needed as well as all the checks and code
- Place your block in the right tag (you can see the tags in another chapter)

Although this seems like a stupid thing, it's my first time making a documentation so sorry
x_x

I know more about MCreator modding wise so looking at that part too might help you

Next up is all the tags needed and NBTs

Tags

(Insert tags explanation here)

Tags:

ste:energy_pipes (Self Explanatory)

ste:stress_creators (These are the blocks that make stress and pass it through the system)

ste:stress_machines (In this tag go all the machines that use stress to work like a press)

ste:stress_receivers (In here go all your components that pass stress or can receive it like shafts or the mechanical press)

NBTs

To keep it simple, NBTs are Data that blocks/items can store, and my system uses this A LOT
So here is a list of what they do

NBTs:

RPM - The rotations X minute of your component

stress - How much stress does your component have?

Clockwise - is your component going clockwise or counterclockwise?

Overstressed - Did your component reach 0 (or less) of stress? Then it's overstressed!

(When the your component receives a too low number for it to work then it overstresses and doesn't work)

More...