Adding Drops to Void Miners

In this article we will look into how to add drops to the Void Miners. This tutorial assumes that you already have a Void Miner Program to add the drops to or you are planning on using the built in ones.

The directory that these drops need to be located in would look something like this: `data/NAMESPACE_HERE/envirotech/void_miner_drops/` the NAMESPACE_HERE would be replaced with your datapack/mod id.

Lets make a Void Miner drop

This is the base recipe framework.

- `"programs": []` is a String array that is used to set all of the possible programs that this drop can be mined from.
- `"item": {}` is where you'll set your item and its nbt or selector. All possible item configurations can be found using this tutorial: Recipe Item Types
- `"config": []` is a list of specific drop settings, you'll need at least one setting in here in order for this drop to be able to be mined.

```
{
  "programs": [],
  "item": {},
  "config": []
}
```

Setting Programs

In order for your drop to be actually mined by a void miner program it will need to be specified in the `"programs"` array.

This is an example of what that should look like:

```
"programs": ["envirotech:ore"]
```

If you are trying to add this drop to multiple miners it would look like this:

```
"programs": ["envirotech:ore", "envirotech:mineral_ore"]
```

Configuring the drop Settings

For the purposes of this section of the tutorial we will be referring to the Objects that are inside the "config" array as Settings and referring to the values inside of that Setting as Properties.

To enable mining of this drop you will need to specify a Setting with at minimum a weight, but you can configure a lot more than just weight such as biomes(whitelist and blacklist), dimensions(whitelist and blacklist) and focus. The only property that is required in every setting is the `"weight"` property, if there is no weight property the setting will be ignored. If you have a setting with just a weight it basically becomes the default weight.

Using this example Setting you will have the minimum requirements for mining:

```
"config": [
  {
    "weight": 100
  }
]
```

Focus

To set a focus for this weight setting you can add `"focus": ""` to your Setting. You can use any of the predefined lens focus id's or you can make your own using this tutorial: Creating Lens Grinder Recipe

Example:

```
{
  "weight": 100,
  "focus": "envirotech:purple"
}
```

Tiers

To limit a drop to a certain tier or some tiers you can add `"tiers": []` to your drop Setting.

Example:

```
{
  "weight": 100,
  "tiers": [1,3,5]
}
```

Dimensions

In order to add dimension requirements all you have to do is add `"dimensions": []` into your setting and then add each dimension id into that String array.

Here is an example:

```
{
  "weight": 100,
  "dimensions": [
    "minecraft:overworld",
    "minecraft:the_end"
  ]
}
```

To blacklist Dimensions instead you can add `"dimension_blacklist": true` to your setting, an example follows.

```
{
  "weight": 100,
  "dimensions": [
    "minecraft:overworld",
    "minecraft:the_end"
  ],
  "dimension_blacklist": true
}
```

Biomes

In order to add biome requirements all you have to do is add `"biomes": []` into your setting and then add each biome id into that String array just like with the `"dimensions"` property.

Here is an example:

```
{
  "weight": 100,
  "biomes": [
    "minecraft:desert",
    "minecraft:warm_ocean"
  ]
}
```

To blacklist Biomes instead you can also add "biome_blacklist": true to your setting, an example follows.

```
{
  "weight": 100,
  "biomes": [
    "minecraft:desert",
    "minecraft:warm_ocean"
  ],
  "biome_blacklist": true
}
```

Multiple Drop Settings

Yes you can have any number of these drop settings, and with any combination of properties.

An example:

```
{
  "programs": ["envirotech:ore", "envirotech:mineral_ore"],
  "item": {"raw:item": "minecraft:bedrock"},
  "configs": [
    {
      "weight": 100
    },
    {
      "weight": 1000,
      "dimensions": [
        "minecraft:the_end"
      ]
    },
    {
      "weight": 10000,
      "focus": "envirotech:xerothium"
    }
  ]
}
```

Revision #7
Created 2021-07-23 21:19:13 UTC by ValkyrieofNight
Updated 2021-08-20 17:25:03 UTC by ValkyrieofNight