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package net.minecraft.src;

import java.io.*;

//Created by MoareAI
//Creates Power Armor

public class mod_PowerArmor extends BaseMod
{
    public mod_PowerArmor()
    {
        //Items
        ArmorPowerHelm = (new ItemArmor(PowerHelmID, 3, PowerArmorID,
0)).setIconIndex(IconPowerHelmet).setItemName("PowerArmorHelm");
        ArmorPowerTorso = (new ItemArmor(PowerTorsoID, 3, PowerArmorID,
1)).setIconIndex(IconPowerTorso).setItemName("PowerArmorTorso");
        ArmorPowerGreaves = (new ItemArmor(PowerGreavesID, 3, PowerArmorID,
2)).setIconIndex(IconPowerGreaves).setItemName("PowerArmorGreaves");
        ArmorPowerBoots = (new ItemArmor(PowerBootsID, 3, PowerArmorID,
3)).setIconIndex(IconPowerBoots).setItemName("PowerArmorBoots");
        ArmorReconHelm = (new ItemArmor(ReconHelmID, 1, ReconArmorID,
0)).setIconIndex(IconReconHelmet).setItemName("ReconArmorHelm");
        ArmorReconTorso = (new ItemArmor(ReconTorsoID, 1, ReconArmorID,
1)).setIconIndex(IconReconTorso).setItemName("ReconArmorTorso");
        ArmorReconGreaves = (new ItemArmor(ReconGreavesID, 1, ReconArmorID,
2)).setIconIndex(IconReconGreaves).setItemName("ReconArmorGreaves");
        ArmorReconBoots = (new ItemArmor(ReconBootsID, 1, ReconArmorID,
3)).setIconIndex(IconReconBoots).setItemName("ReconArmorBoots");

        //Item Icons
        ModLoader.addOverride("/gui/items.png", "/MoareAI/Items/PAPowerHelmet.png",
IconPowerHelmet);
        ModLoader.addOverride("/gui/items.png", "/MoareAI/Items/PAPowerTorso.png",
IconPowerTorso);
        ModLoader.addOverride("/gui/items.png", "/MoareAI/Items/PAPowerGreaves.png",
IconPowerGreaves);
        ModLoader.addOverride("/gui/items.png", "/MoareAI/Items/PAPowerBoots.png",
IconPowerBoots);
        ModLoader.addOverride("/gui/items.png", "/MoareAI/Items/PAREconHelmet.png",
IconReconHelmet);
        ModLoader.addOverride("/gui/items.png", "/MoareAI/Items/PAREconTorso.png",
IconReconTorso);
        ModLoader.addOverride("/gui/items.png", "/MoareAI/Items/PAREconGreaves.png",
IconReconGreaves);
        ModLoader.addOverride("/gui/items.png", "/MoareAI/Items/PAREconBoots.png",
IconReconBoots);

        //Item names
        ModLoader.AddName(ArmorPowerHelm, "Power Armor Helmet");
        ModLoader.AddName(ArmorPowerTorso, "Power Armor Torso");
        ModLoader.AddName(ArmorPowerGreaves, "Power Armor Greaves");
        ModLoader.AddName(ArmorPowerBoots, "Power Armor Boots");
        ModLoader.AddName(ArmorReconHelm, "Recon Armor Helmet");
        ModLoader.AddName(ArmorReconTorso, "Recon Armor Torso");
        ModLoader.AddName(ArmorReconGreaves, "Recon Armor Greaves");
        ModLoader.AddName(ArmorReconBoots, "Recon Armor Boots");

        //Armor
        ModLoader.AddArmor("PowerArmor");
        ModLoader.AddArmor("ReconArmor");

        //Recipes
        ModLoader.AddRecipe(new ItemStack(ArmorPowerHelm, 1), new Object[] {

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        "#X#", "#Y#", Character.valueOf('#'), Item.redstone,
        Character.valueOf('X'), Item.helmetSteel, Character.valueOf('Y'), ArmorReconHelm
    });
    ModLoader.AddRecipe(new ItemStack(ArmorPowerTorso, 1), new Object[] {
        "# #", "#X#", "YZ", Character.valueOf('#'), Item.redstone,
        Character.valueOf('X'), Item.plateSteel, Character.valueOf('Y'), ArmorReconTorso,
        Character.valueOf('Z'), Block.torchRedstoneActive
    });
    ModLoader.AddRecipe(new ItemStack(ArmorPowerGreaves, 1), new Object[] {
        "#X#", "#Y#", "# #", Character.valueOf('#'), Item.redstone,
        Character.valueOf('X'), Item.legsSteel, Character.valueOf('Y'), ArmorReconGreaves
    });
    ModLoader.AddRecipe(new ItemStack(ArmorPowerBoots, 1), new Object[] {
        "#X#", "#Y#", Character.valueOf('#'), Item.redstone,
        Character.valueOf('X'), Item.bootsSteel, Character.valueOf('Y'), ArmorReconBoots,
    });
    ModLoader.AddRecipe(new ItemStack(ArmorReconHelm, 1), new Object[] {
        "#X#", "# #", Character.valueOf('#'), Block.cloth, Character.valueOf('X'),
        Item.ingotIron
    });
    ModLoader.AddRecipe(new ItemStack(ArmorReconTorso, 1), new Object[] {
        "X X", "#X#", "###", Character.valueOf('#'), Block.cloth,
        Character.valueOf('X'), Item.ingotIron
    });
    ModLoader.AddRecipe(new ItemStack(ArmorReconGreaves, 1), new Object[] {
        "XXX", "# #", "# #", Character.valueOf('#'), Block.cloth,
        Character.valueOf('X'), Item.ingotIron
    });
    ModLoader.AddRecipe(new ItemStack(ArmorReconBoots, 1), new Object[] {
        "# #", "X X", Character.valueOf('#'), Block.cloth, Character.valueOf('X'),
        Item.ingotIron
    });
}

public String Version()
{
    return "1.5_01v2";
}

public static Item ArmorPowerHelm;
public static Item ArmorPowerTorso;
public static Item ArmorPowerGreaves;
public static Item ArmorPowerBoots;
public static Item ArmorReconHelm;
public static Item ArmorReconTorso;
public static Item ArmorReconGreaves;
public static Item ArmorReconBoots;

public static int IconPowerHelmet;
public static int IconPowerTorso;
public static int IconPowerGreaves;
public static int IconPowerBoots;
public static int IconReconHelmet;
public static int IconReconTorso;
public static int IconReconGreaves;
public static int IconReconBoots;

public static int PowerHelmID = 300;
public static int PowerTorsoID = 301;
public static int PowerGreavesID = 302;
public static int PowerBootsID = 303;
public static int ReconHelmID = 304;
public static int ReconTorsoID = 305;
public static int ReconGreavesID = 306;

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public static int ReconBootsID = 307;

public static int PowerArmorID = 5;
public static int ReconArmorID = 6;

private static final File cfgfile;

static
{
    IconPowerHelmet = ModLoader.getUniqueSpriteIndex("/gui/items.png");
    IconPowerTorso = ModLoader.getUniqueSpriteIndex("/gui/items.png");
    IconPowerGreaves = ModLoader.getUniqueSpriteIndex("/gui/items.png");
    IconPowerBoots = ModLoader.getUniqueSpriteIndex("/gui/items.png");
    IconReconHelmet = ModLoader.getUniqueSpriteIndex("/gui/items.png");
    IconReconTorso = ModLoader.getUniqueSpriteIndex("/gui/items.png");
    IconReconGreaves = ModLoader.getUniqueSpriteIndex("/gui/items.png");
    IconReconBoots = ModLoader.getUniqueSpriteIndex("/gui/items.png");

    cfgfile = new File(Minecraft.getMinecraftDir(), "/config/MoareAI's Power
Armor.cfg");
    try
    {
        cfgfile.getParentFile().mkdirs();
        if(cfgfile.exists() || cfgfile.createNewFile())
        {
            Properties properties = new Properties();
            if(cfgfile.canRead())
            {
                FileInputStream fileinputstream = new FileInputStream(cfgfile);
                properties.load(fileinputstream);
                PowerArmorID =
Integer.parseInt(properties.getProperty("PowerArmorID", "5"));
                ReconArmorID =
Integer.parseInt(properties.getProperty("ReconArmorID", "6"));
                PowerHelmID =
Integer.parseInt(properties.getProperty("PowerArmorHelmetID", "300"));
                PowerTorsoID =
Integer.parseInt(properties.getProperty("PowerArmorTorsoID", "301"));
                PowerGreavesID =
Integer.parseInt(properties.getProperty("PowerArmorGreavesID", "302"));
                PowerBootsID =
Integer.parseInt(properties.getProperty("PowerArmorBootsID", "303"));
                ReconHelmID =
Integer.parseInt(properties.getProperty("ReconArmorHelmetID", "304"));
                ReconTorsoID =
Integer.parseInt(properties.getProperty("ReconArmorTorsoID", "305"));
                ReconGreavesID =
Integer.parseInt(properties.getProperty("ReconArmorGreavesID", "306"));
                ReconBootsID =
Integer.parseInt(properties.getProperty("ReconArmorBootsID", "307"));
                fileinputstream.close();
            }
            if(cfgfile.canWrite())
            {
                FileOutputStream fileoutputstream = new FileOutputStream(cfgfile);
                properties.setProperty("PowerArmorID",
Integer.toString(PowerArmorID));
                properties.setProperty("ReconArmorID",
Integer.toString(ReconArmorID));
                properties.setProperty("PowerArmorHelmetID",
Integer.toString(PowerHelmID));
                properties.setProperty("PowerArmorTorsoID",
Integer.toString(PowerTorsoID));
                properties.setProperty("PowerArmorGreavesID",

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Integer.toString(PowerGreavesID));
    properties.setProperty("PowerArmorBootsID",
Integer.toString(PowerBootsID));
    properties.setProperty("ReconArmorHelmetID",
Integer.toString(ReconHelmID));
    properties.setProperty("ReconArmorTorsoID",
Integer.toString(ReconTorsoID));
    properties.setProperty("ReconArmorGreavesID",
Integer.toString(ReconGreavesID));
    properties.setProperty("ReconArmorBootsID",
Integer.toString(ReconBootsID));
    properties.store(fileoutputstream, "MoareAI's Power Armor
Configurations");
    fileoutputstream.close();
    }
    }
    }
    catch(Throwable throwable) { }
    }
}
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