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package net.minecraft.src;

import java.io.*;

//Created by MoareAI

public class mod_PowerArmor extends BaseMod
{
    public mod_PowerArmor()
    {
        //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[] {
            "#X#", "#Y#", Character.valueOf('#'), Item.redstone,
            Character.valueOf('X'), Item.helmetSteel, Character.valueOf('Y'), ArmorReconHelm
        });
        ModLoader.AddRecipe(new ItemStack(ArmorPowerTorso, 1), new Object[] {
            "# #", "#X#", "ZYZ", 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
        });
    }
}

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    });
    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 "v1.0.1";
}

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 = 556;
public static int PowerTorsoID = 557;
public static int PowerGreavesID = 558;
public static int PowerBootsID = 559;
public static int ReconHelmID = 560;
public static int ReconTorsoID = 561;
public static int ReconGreavesID = 562;
public static int ReconBootsID = 563;

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

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Armor.cfg");
    ConfigPowerArmor.Configure(cfgfile);
    PowerHelmID = PowerHelmID - 256;
    PowerTorsoID = PowerTorsoID - 256;
    PowerGreavesID = PowerGreavesID - 256;
    PowerBootsID = PowerBootsID - 256;
    ReconHelmID = ReconHelmID - 256;
    ReconTorsoID = ReconTorsoID - 256;
    ReconGreavesID = ReconGreavesID - 256;
    ReconBootsID = ReconBootsID - 256;

    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");
    }
}

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