

# Simple ItemStack creation

`DisplayStackGen` is a simple util class that is able to generate your own `ItemStack` in one line.

To create a new `ItemStack` with this class just create a new `DisplayStackGen` object, configure it and at the end call `.gen()`, witch creates the `ItemStack`. Examples:

```
new DisplayStackGen().gen(); // RuntimeException, you forgot to define an item.
new DisplayStackGen().item(Items.APPLE).gen(); // An apple.
new DisplayStackGen().block(Blocks.STONE).gen(); // A stone.
new DisplayStackGen(Blocks.STONE).gen(); // Same as above, works for both blocks and items.
new DisplayStackGen(Items.APPLE).ench().count(2).name("APPLE").tooltip("not android").gen(); // Two shiny apple
```

## Methods

<code>item(Item)</code>	set the displayed item
<code>block(Block)</code>	set the displayed item corresponding to the block
<code>ench()</code>	set the item glowing (enchanted)
<code>name(String)</code>	set the name of the item. Color codes accepted
<code>tooltip(String...)</code>	set the item tooltip. Multiple strings are allowed for multiple lines for the tooltip
<code>count(int)</code>	set the item count displayed
<code>damage(int)</code>	set the item damage (metadata)

---

Revision #1

Created 5 July 2017 08:24:19 by deregges

Updated 5 July 2017 08:54:18 by deregges