

Creating a Custom Booster (Java)

Below is an example of an Experience booster. When a player receives exp, the amount received will be multiplied based on the boosters that are active. We locate active personal and global boosters of the required `Type` and `Namespace`. If located, we apply the associated multipliers.

```
package com.insurgencedev.exampleaddon.listeners;

import org.bukkit.event.EventHandler;
import org.bukkit.event.Listener;
import org.bukkit.event.player.PlayerExpChangeEvent;
import org.insurgencedev.insurgencesboosters.api.IBoosterAPI;
import org.insurgencedev.insurgencesboosters.models.booster.GlobalBoosterManager;
import org.insurgencedev.insurgencesboosters.settings.IBoostersPlayerCache;

public final class ExperienceChangeListener implements Listener {

    @EventHandler
    private void onChange(PlayerExpChangeEvent event) {
        final String TYPE = "Experience";
        final String NAMESPACE = "CUSTOM";
        double totalMulti = 1;

        IBoostersPlayerCache.BoosterFindResult pResult =
IBoosterAPI.getCache(event.getPlayer()).findActiveBooster(TYPE, NAMESPACE);
        if (pResult instanceof IBoostersPlayerCache.BoosterFindResult.Success boosterResult) {
            totalMulti += boosterResult.getBooster().getMultiplier();
        }

        GlobalBoosterManager.BoosterFindResult gResult =
IBoosterAPI.getGlobalBoosterManager().findBooster(TYPE, NAMESPACE);
        if (gResult instanceof GlobalBoosterManager.BoosterFindResult.Success boosterResult) {
            totalMulti += boosterResult.getBooster().getMultiplier();
        }
    }
}
```

```
        event.setAmount((int) (event.getAmount() * totalMulti));
    }
}
```

Register your listener

For your listener class to take effect, it must be registered.

```
package com.insurgencedev.exampleaddon;

import com.insurgencedev.exampleaddon.listeners.ExperienceChangeListener;
import org.insurgencedev.insurgenceboosters.api.addon.IBoostersAddon;
import org.insurgencedev.insurgenceboosters.api.addon.InsurgenceBoostersAddon;

@IBoostersAddon(name = "ExampleAddon", version = "1.0.0", author = "Insurgence Dev Team",
description = "Example Addon")
public class ExampleAddon extends InsurgenceBoostersAddon {

    @Override
    public void onAddonReloadablesStart() {
        registerEvent(new ExperienceChangeListener());
    }

}
```

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