

# ItemTooltipEventJS

A client event that allows adding tooltips to any item!

```
onEvent('item.tooltip', tooltip => {
  // Add tooltip to all of these items tooltip.add(['quark:backpack', 'quark:magnet',
  'quark:crate'], 'Added by Quark Oddities') // You can also use any ingredient except #tag
  (due to tags loading much later than client scripts) tooltip.add(/refinedstorage:red_/, 'Can
  be any color') // Multiple lines with an array []. You can also escape ' by using other type
  of quotation marks tooltip.add('thermal:latex_bucket', ["Not equivalent to Industrial
  Foregoing's Latex", 'Line 2 text would go here']) // Use some data from the client to
  decorate this tooltip. name returns a component so we just append that.
  tooltip.add('minecraft:skeleton_skull', Text.of('This used to be
  ').append(Client.player.name).append("'s head"))

  tooltip.addAdvanced('thermal:latex_bucket', (item, advanced, text) => { text.add(0,
  Text.of('Hello')) // Adds text in first line, pushing the items name down a line. If you want
  the line below the item name, the index must be 1
  })

  tooltip.addAdvanced('minecraft:beacon', (item, advanced, text) => { // shift, alt and
  ctrl are all keys you can check!
    if (!tooltip.shift) { text.add(1, [Text.of('Hold ').gold(), Text.of('Shift
  ').yellow(), Text.of('to see more info.').gold()])
    } else { text.add(1, Text.green('Gives positive effects to players in a
  range').bold(true)) text.add(2, Text.red('Requires a base built out of precious metals
  or gems to function!')) text.add(3, [Text.white('Iron, '), Text.aqua('Diamonds, '),
  Text.gold('Gold '), Text.white('or even '), Text.green('Emeralds '), Text.white('are valid
  base blocks!')])
    }
  })

  // Neat utility to display NBT in the tooltip tooltip.addAdvanced(Ingredient.all, (item,
  advanced, text) => {
    if (tooltip.alt && item.nbt) { text.add(Text.of('NBT:
  ').append(Text.prettyPrintNbt(item.nbt)))
    }
  })
}
```

```
    }  
  })  
  
  // Show the name of the player who owns the skull in a skulls tooltip  
  tooltip.addAdvanced('minecraft:player_head', (item, advanced, text) => {    let playername =  
  item.nbt?.SkullOwner?.Name  
    if (playername) {  
      text.add(Text.red(`The head of ${playername}`))  
    }  
  })})
```

---

Revision #4

Created Sun, Mar 14, 2021 9:17 AM by [LatvianModder](#)

Updated Sun, Jul 31, 2022 1:17 PM by [ChiefArug](#)