

# Addons

Scripts using various KubeJS addons for recipes.

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# KubeJS UI

You can also always look at existing modpack using [KubeJS UI](#) to see how they do it

```
onEvent('ui.main_menu', event => {
  event.replace(ui => {
    //ui.background('kubejsui:textures/example_background.png')
    ui.tilingBackground('kubejsui:textures/example_background.png', 256)
    ui.minecraftLogo(30)

    ui.button(b => {
      b.name = 'Test'
      b.x = 10
      b.y = 10
      b.action = 'minecraft:singleplayer'
    })

    ui.button(b => {
      b.name = 'Test but in bottom right corner'
      b.x = ui.width - b.width - 10
      b.y = ui.height - b.height - 10
      b.action = 'https://feed-the-beast.com/'
    })

    ui.label(l => {
      l.name = Text.yellow('FTB Stranded')
      l.x = 2
      l.y = ui.height - 12
      l.action = 'https://feed-the-beast.com/'
    })

    ui.image(i => {
      i.x = (ui.width - 40) / 2
      i.y = (ui.height - 30) / 2
      i.width = 40
      i.height = 30
      i.action = 'https://feed-the-beast.com/'
    })
  })
})
```

```
  })

  ui.label(l => {
    l.name = Text.aqua('Large label')
    l.x = 100
    l.y = ui.height - 20
    l.height = 15
    l.shadow = true
  })
})
})
```

# KubeJS Thermal

You can use [KubeJS Thermal](#) to add recipes to a lot of the machines from the [Thermal Series](#).

Tip: you can use Ctrl/Cmd + F to search this page for the machine you are looking for.

```
onEvent('recipes', event => {  
  // Redstone Furnace  
  // Turn four coal into one diamond  
  event.recipes.thermal.furnace('minecraft:diamond', '4x minecraft:coal')  
  // Dried kelp to leather, with a high energy cost  
  event.recipes.thermal.furnace('minecraft:leather', 'minecraft:dried_kelp').energy(20000)  
  
  // Sawmill  
  // Input one oak leaf and have a 5% chance of an apple, and 10% of a sapling  
  event.recipes.thermal.sawmill([Item.of('minecraft:apple').withChance(0.05),  
Item.of('minecraft:oak_sapling').withChance(0.1)], 'minecraft:oak_leaves')  
  // Turn an acacia slab into 4 buttons  
  event.recipes.thermal.sawmill('4x minecraft:acacia_button', 'minecraft:acacia_slab')  
  
  // Pulverizer  
  // Turn any leaf block into 4 sticks with a 50% chance of a fifth. Has a low energy cost.  
  event.recipes.thermal.pulverizer(Item.of('minecraft:stick').withChance(4.5), '#minecraft:leaves').energy(100)  
  // Pulverise a flint into an iron nugget with a 10% chance of a second  
  event.recipes.thermal.pulverizer(Item.of('minecraft:iron_nugget').withChance(1.1), 'minecraft:flint')  
  
  // Induction Smelter  
  // Turn one coal block into 4 diamonds with a 50% chance of a fifth  
  event.recipes.thermal.smelter(['4x minecraft:diamond', Item.of('minecraft:diamond').withChance(0.5)],  
'minecraft:coal_block')  
  // Turn an iron ingot and a copper ingot into a gold ingot and require 10,000 FE  
  event.recipes.thermal.smelter('minecraft:gold_ingot', ['minecraft:iron_ingot',  
'minecraft:copper_ingot']).energy(10000)  
  
  // Centrifugal Separator
```

```

// Centrifuge one sapling into 50% chance of a stick and 300mb of water
event.recipes.thermal.centrifuge([Item.of('minecraft:stick').withChance(0.5), Fluid.of('minecraft:water', 300)],
'#minecraft:saplings')

// Turn 2 sweet berries into red dye
event.recipes.thermal.centrifuge('minecraft:red_dye', '2x minecraft:sweet_berries')


// Multiservo Press
// Press seven bonemeal into a bone.
event.recipes.thermal.press('minecraft:bone', '7x minecraft:bone_meal')
// Press an iron dust into an iron nugget using the coin die. To use an item as a die they must have the
thermal:crafting/dies tag!
event.recipes.thermal.press('minecraft:iron_nugget', ['#forge:dusts/iron', 'thermal:press_coin_die'])


// Magma Crucible
// Turn a sapling into 400mb of water
event.recipes.thermal.crucible(Fluid.of('minecraft:water', 400), '#minecraft:saplings').energy(100)
// Melt ores into lava
event.recipes.thermal.crucible(Fluid.of('minecraft:lava', 500), '#forge:ores')


// Blast Chiller
// Chill an arrow into an arrow of slowness
event.recipes.thermal.chiller(Item.of('minecraft:tipped_arrow', '{Potion:"minecraft:slowness"}'),
[Fluid.of('minecraft:water', 100), 'minecraft:arrow'])
// Chill lava into raw iron using the ball cast. For an item to count as a cast it needs to have the
thermal:crafting/casts tag!
event.recipes.thermal.chiller('minecraft:raw_iron', [Fluid.of('minecraft:lava', 1000), 'thermal:chiller_ball_cast'])


// Fractionating Still
// Refine Creosote oil into Tree oil and latex, with a chance of producing rubber
event.recipes.thermal.refinery([Item.of('thermal:rubber').withChance(0.8), Fluid.of('thermal:tree_oil', 100),
Fluid.of('thermal:latex', 50)], Fluid.of('thermal:creosote', 200))
// Refine tree oil into a small amount of refined fuel with a high energy cost
event.recipes.thermal.refinery(Fluid.of('thermal:refined_fuel', 50), Fluid.of('thermal:tree_oil',
100)).energy(20000)
// Unbrew an awkward potion. This uses the cofh core potion fluid with some nbt.
event.recipes.thermal.refinery([Fluid.of('minecraft:water', 1000), 'minecraft:nether_wart'],
Fluid.of('cofh_core:potion', 1000, '{Potion:"minecraft:awkward"}'))


// Alchemical Imbuer
// Combine a redstone dust and 200mb of lava to make 200mb of destabilized redstone

```

```
event.recipes.thermal.brewer(Fluid.of('thermal:redstone', 200), [Fluid.of('minecraft:lava', 200),  
'minecraft:redstone'])  
  
// Brew an uncrafterable potion (potion with no nbt) with 64 bedrock and an awkward potion. Oh, and an insane  
energy cost  
event.recipes.thermal.brewer(Fluid.of('cofh_core:potion', 1000), [Fluid.of('cofh_core:potion', 1000,  
'{Potion:"minecraft:awkward"}'), '64x minecraft:bedrock'])  
  
// Fluid Encapsulator  
// Fill a sponge with water. Why? Well why not?  
event.recipes.thermal.bottler('minecraft:wet_sponge', [Fluid.of('minecraft:water', 10000), 'minecraft:sponge'])  
// Turn any gear into a machine frame by filling it with destabilized redstone. Nice and low energy cost too  
event.recipes.thermal.bottler('thermal:machine_frame', ['#forge:gears', Fluid.of('thermal:redstone',  
500)]).energy(500)  
})
```

# KubeJS Create

[Create](#) integration for KubeJS. This mod allows you to add and properly edit recipes of Create mod in KubeJS scripts. All supported recipe types and examples are below. See [Recipes](#) page for more info.

## Simple Recipe Types

- createCrushing
- createCutting
- createMilling
- createBasin
- createMixing
  - supports *.heated()* and *.superheated()*
- createCompacting
  - supports *.heated()* and *.superheated()*
  - Can have any number of inputs
  - Used basin
- createPressing
  - Only has one item input
  - Used on any surface
- createSandpaperPolishing
- createSplashing
  - AKA Bulk Washing
- createDeploying
- createFilling
- createEmptying
- createHaunting

Bulk Smoking and Bulk Blasting recipes are auto generated from vanilla smelting, smoking, and blasting recipes.

- Bulk Smoking is vanilla smoking.
- Bulk Blasting is vanilla smelting (as long as there is not a smoking recipe) or vanilla blasting.

## Syntax

**event.recipes.create.mixing(output[], input[])**

or

**event.recipes.createMixing(output[], input[])**

**Output** can be an item, fluid, or an array of multiple.

**Input** can be an ingredient, fluid, or an array of multiple.

## Examples

```
onEvent('recipes', event => {
  event.recipes.createCrushing([
    2x bone_meal',
    Item.of('5x bone_meal').withChance(0.5)
  ], 'bone_block')

  event.recipes.create.mixing(Fluid.of('create:builders_tea',500),[
    Fluid.of('milk',250),
    Fluid.of('water',250),
    '#leaves'
  ]).heated()

  event.recipes.createFilling('create:blaze_cake', [
    'create:blaze_cake_base',
    Fluid.of('minecraft:lava', 250)
  ])

  event.recipes.createEmptying([
    'minecraft:glass_bottle',
    Fluid.of('create:honey', 250)
  ], 'minecraft:honey_bottle')
})
```

# Mechanical Crafter

## Syntax

**event.recipes.create.mechanicalCrafting(output, pattern[], {patternKey: input})**

or

**event.recipes.createMechanicalCrafting(output, pattern[], {patternKey: input})**



This recipe type is the same as regular crafting table shaped recipe, however the pattern can be up to 9x9, instead of 3x3.

## Examples

```
onEvent('recipes', event => {
  event.recipes.createMechanicalCrafting('minecraft:piston', [
    'CCCCC',
    'CPIPC',
    'CPRPC'
  ], {
    C: '#forge:cobblestone',
    P: '#minecraft:planks',
    R: '#forge:dusts/redstone',
    I: '#forge:ingots/iron'
  })
})
```

# Sequenced Assembly

## Syntax

**event.recipes.create.sequencedAssembly(output[], input, sequence[]).transitionalItem(transitionalItem).loops(loops)**

or

**event.recipes.createSequencedAssembly(output[], input, sequence[]).transitionalItem(transitionalItem).loops(loops)**

**Output** is an item or an array of items.

If it is an array:

- The first item is the real output, the remainder are scrap.
- Only one item is chosen, with equal chance of each.
- You can use `Item.of('create:shaft').withChance(2)` to double the chance of that specific item to being chosen.

**Input** is an ingredient.

**Transitional Item** is any item\* and is used during the intermediate stages of the assembly.

**Sequence** is an array of recipes.

- The only legal recipes are:
  - createCutting
  - createPressing
  - createDeploying
  - createFilling
- The transitional item needs to be the output of each of these recipes.
- The transitional item needs to be the an input of each of these recipes.

**Loops** is the number of time that the recipes repeats. Calling `.loops()` is optional, and defaults to 4.

## Examples

```
onEvent('recipes', event => {
  event.recipes.createSequencedAssembly([ // start the recipe
    Item.of('create:precision_mechanism').withChance(130.0), // this is the item that will appear in JEI as the result
    Item.of('create:golden_sheet').withChance(8.0), // the rest of these items will part of the scrap
    Item.of('create:andesite_alloy').withChance(8.0),
    Item.of('create:cogwheel').withChance(5.0),
    Item.of('create:shaft').withChance(2.0),
    Item.of('create:crushed_gold_ore').withChance(2.0),
    Item.of('2x gold_nugget').withChance(2.0),
    'iron_ingot',
    'clock'
  ], 'create:golden_sheet', [ // 'create:golden_sheet' is the input
    // the transitional item set by "transitionItem('create:incomplete_large_cogwheel')" is the item used during the
    intermediate stages of the assembly
    event.recipes.createDeploying('create:incomplete_precision_mechanism', ['create:incomplete_precision_mecha
nism', 'create:cogwheel']),
    // like a normal recipe function, is used as a sequence step in this array. Input and output have the transitional
    item
    event.recipes.createDeploying('create:incomplete_precision_mechanism', ['create:incomplete_precision_mecha
nism', 'create:large_cogwheel']),
    event.recipes.createDeploying('create:incomplete_precision_mechanism', ['create:incomplete_precision_mecha
nism', 'create:iron_nugget'])
  ]).transitionItem('create:incomplete_precision_mechanism').loops(5) // set the transitional item and the loops
  (amount of repetitions)

  // for this code to work, kubejs:incomplete_spore_blossom need to be added to the game
  let inter = 'kubejs:incomplete_spore_blossom' // making a varriable to store the transition item makes the code
  more readable
```

```

event.recipes.createSequencedAssembly([
  item.of('spore_blossom').withChance(16.0), // this is the item that will appear in JEI as the result
  item.of('flowering_azalea_leaves').withChance(16.0), // the rest of these items will part of the scrap
  item.of('azalea_leaves').withChance(2.0),
  'oak_leaves',
  'spruce_leaves',
  'birch_leaves',
  'jungle_leaves',
  'acacia_leaves',
  'dark_oak_leaves'
], 'flowering_azalea_leaves', [ // 'flowering_azalea_leaves' is the input
  // the transitional item is a varriable, that is "kubejs:incomplete_spore_blossom", and is used during the
  intermediate stages of the assembly
  event.recipes.createPressing(inter, inter),
  // like a normal recipe function, is used as a sequence step in this array. Input and output have the transitional
  item
  event.recipes.createDeploying(inter, [inter, 'minecraft:hanging_roots']),
  event.recipes.createFilling(inter, [inter, Fluid.of('minecraft:water', 420)]),
  event.recipes.createDeploying(inter, [inter, 'minecraft:moss_carpet']),
  event.recipes.createCutting(inter, inter)
]).transitionalItem(inter).loops(2) // set the transitional item and the loops (amount of repetitions)
})

```

## Transitional Items

As mentioned earlier, any item can be a transition item. However, this is not completely recommended.

If you wish to make your own transitional item, its best if you make the type

`create:sequenced_assembly`.

### 1.16 syntax

```

onEvent('item.registry', event => {
  event.create('incomplete_spore_blossom').displayName('Incomplete Spore Blossom').type('create:sequenced_assembly')
})

```

### 1.18 syntax

```
onEvent('item.registry', event => {  
  event.create('incomplete_spore_blossom','create:sequenced_assembly')  
})
```

# Mysterious Conversion

Mysterious Conversion recipes are client side only, so the only way to add them currently is using reflection.

## Example

Goes inside of **client scripts** and **not in an event**.

```
//makes the varribles used  
let MysteriousItemConversionCategory =  
java('com.simibubi.create.compat.jei.category.MysteriousItemConversionCategory')  
let ConversionRecipe = java('com.simibubi.create.compat.jei.ConversionRecipe')  
  
//adds in the recipes  
MysteriousItemConversionCategory.RECIPES.add(ConversionRecipe.create('minecraft:apple', 'minecraft:carrot'))  
  
MysteriousItemConversionCategory.RECIPES.add(ConversionRecipe.create('minecraft:golden_apple',  
'minecraft:golden_carrot'))
```

# Preventing Recipe Auto-Generation

If you don't want a smelting, blasting, smoking, crafting, or stone-cutting to get an auto-generated counter part, then include `manual_only` at the end of the recipe id.

## Example

```
onEvent('recipes', event => {  
  event.shapeless('wet_sponge',[ 'water_bucket','sponge']).id('kubejs:moisting_the_sponge_manual_only')  
})
```

Other types of prevention, can be done in the create config (the goggles button leads you there).

If it is not in the config, then you can not change it.



# 3rd Party addons

3rd party add-ons: (Not including mods with optional dependencies of KubeJS)

Name:	Description	Links	Loader	Versions
Ponder for KubeJS	Make custom <a href="#">Create</a> Ponder scenes with KubeJS.	<a href="#">Wiki</a> <a href="#">CurseForge</a> <a href="#">Discord</a> <a href="#">Github</a>	Forge	<a href="#">1.16.5</a> 1.18.2
LootJS	A mod for <b>packdevs</b> to easily modify the loot system with KubeJS.	<a href="#">Wiki</a> <a href="#">CurseForge</a> <a href="#">Modrinth</a> <a href="#">Discord</a> <a href="#">Github</a>	Forge & Fabric	1.18.2
MoreJS	A mod for <b>packdevs</b> to extend KubeJS with more events and utilities.	<a href="#">Wiki</a> <a href="#">CurseForge</a> <a href="#">Modrinth</a> <a href="#">Discord</a> <a href="#">Github</a>	Forge & Fabric	1.18.2
ProbeJS	A typing generator mod to generate KubeJS typings. Enabling Intellisense for your KubeJS environments!	<a href="#">Wiki</a> <a href="#">CurseForge</a> <a href="#">Github</a>	Forge & Fabric	1.18.2
KubeJS ComputerCraft	Adds support for KubeJS to add ComputerCraft <a href="#">peripherals</a> to any block.	<a href="#">CurseForge</a> <a href="#">Github</a>	Forge & Fabric	1.18.2
KubeJS Borealis	Adds a form of "documentation" to the mod KubeJS using the mod Borealis	<a href="#">Example</a> <a href="#">CurseForge</a> <a href="#">Github</a>	Forge	1.16.5 1.18.2
KubeJS TwitchIntegration	Cool twitch integration	<a href="#">Events</a> <a href="#">Examples</a> <a href="#">CurseForge</a> <a href="#">Github</a>	Forge	1.16.5
KubeJS: RTJC	A proof of concept add-on that allows you to compile and run Java code at runtime.	<a href="#">Description</a> <a href="#">CurseForge</a> <a href="#">Github</a>	Forge	1.16.5
Kubejs Debug Adapter	A <a href="#">Debug Adapter Protocol</a> implementation for KubeJS scripts.	<a href="#">Modrinth</a> <a href="#">Github</a>	Forge	1.18.2



# KJSPKG

**[KJSPKG](#)** is a package manager for KubeJS that can allow you to download different example scripts and libraries into your instance. It works with legacy versions, as well as KubeJS 6. **[More info on the new wiki.](#)**