

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
```

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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 uncraftable 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
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// Fill a sponge with water. Why? Well why not?
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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)  
})
```

Revision #3

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