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)
```

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    // 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 Creosete 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
    // 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)
})
```