

RecipeEventJS

Examples

The most basic script to add a single recipe:

```
onEvent('recipes', event => {  
  event.shaped('3x minecraft:stone', [  
    'SAS',  
    'S S',  
    'SAS'  
  ], {  
    S: 'minecraft:sponge',  
    A: 'minecraft:apple'  
  })  
})
```

The most basic script to remove a recipe:

```
onEvent('recipes', event => {  
  event.remove({output: 'minecraft:stick'})  
})
```

Example recipe script:

```
// kubejs/server_scripts/example.js  
// This is just an example script to show off multiple types of recipes and removal methods  
// Supports /reload  
  
// Listen to server recipe event  
onEvent('recipes', event => {  
  // Remove broken recipes from vanilla and other mods  
  // This is on by default, so you don't need this line  
  //event.removeBrokenRecipes = true  
  
  event.remove({}) // Removes all recipes (nuke option, usually not recommended)  
  event.remove({output: 'minecraft:stone_pickaxe'}) // Removes all recipes where output is stone pickaxe
```

```

event.remove({output: '#minecraft:wool'}) // Removes all recipes where output is Wool tag
event.remove({input: '#forge:dusts/redstone'}) // Removes all recipes where input is Redstone Dust tag
event.remove({mod: 'quartzchests'}) // Remove all recipes from Quartz Chests mod
event.remove({type: 'minecraft:campfire_cooking'}) // Remove all campfire cooking recipes
event.remove({id: 'minecraft:glowstone'}) // Removes recipe by ID. in this case,
data/minecraft/recipes/glowstone.json
    event.remove({output: 'minecraft:cooked_chicken', type: 'minecraft:campfire_cooking'}) // You can combine
filters, to create ANDk logic

// You can use 'mod:id' syntax for 1 sized items. For 2+ you need to use '2x mod:id' or Item.of('mod:id', count)
syntax. If you want NBT or chance, 2nd is required

// Add shaped recipe for 3 Stone from 8 Sponge in chest shape
// (Shortcut for event.recipes.minecraft.crafting_shaped)
// If you want to use Extended Crafting, replace event.shapeless with
event.recipes.extendedcrafting.shapeless_table
event.shaped('3x minecraft:stone', [
    'SAS',
    'S S',
    'SAS'
], {
    S: 'minecraft:sponge',
    A: 'minecraft:apple'
})

// Add shapeless recipe for 4 Cobblestone from 1 Stone and 1 Glowstone
// (Shortcut for event.recipes.minecraft.crafting_shapeless)
// If you want to use Extended Crafting, replace event.shapeless with
event.recipes.extendedcrafting.shaped_table
event.shapeless('4x minecraft:cobblestone', ['minecraft:stone', '#forge:dusts/glowstone'])

// Add Stonecutter recipe for Golden Apple to 4 Apples
event.stonecutting('4x minecraft:apple', 'minecraft:golden_apple')
// Add Stonecutter recipe for Golden Apple to 2 Carrots
event.stonecutting('2x minecraft:carrot', 'minecraft:golden_apple')

// Add Furnace recipe for Golden Apple to 3 Carrots
// (Shortcut for event.recipes.minecraft.smelting)
event.smelting('2x minecraft:carrot', 'minecraft:golden_apple')
// Similar recipe to above but this time it has a custom, static ID - normally IDs are auto-generated and will

```

change. Useful for Patchouli

```
event.smelting('minecraft:golden_apple', 'minecraft:carrot').id('mymodpack:my_recipe_id')
```

```
// Add similar recipes for Blast Furnace, Smoker and Campfire
```

```
event.blasting('3x minecraft:apple', 'minecraft:golden_apple')
```

```
event.smoking('5x minecraft:apple', 'minecraft:golden_apple')
```

```
event.campfireCooking('8x minecraft:apple', 'minecraft:golden_apple')
```

```
// You can also add .xp(1.0) at end of any smelting recipe to change given XP
```

```
// Add a smithing recipe that combines 2 items into one (in this case apple and gold ingot into golden apple)
```

```
event.smithing('minecraft:golden_apple', 'minecraft:apple', 'minecraft:gold_ingot')
```

```
// Create a function and use that to make things shorter. You can combine multiple actions
```

```
let multiSmelt = (output, input, includeBlasting) => {
```

```
  event.smelting(output, input)
```

```
  if (includeBlasting) {
```

```
    event.blasting(output, input)
```

```
  }
```

```
}
```

```
multiSmelt('minecraft:blue_dye', '#forge:gems/lapis', true)
```

```
multiSmelt('minecraft:black_dye', 'minecraft:ink_sac', true)
```

```
multiSmelt('minecraft:white_dye', 'minecraft:bone_meal', false)
```

```
// If you use custom({json}) it will be using vanilla json/datapack syntax. Must include "type": "mod:recipe_id"!
```

```
// You can add recipe to any recipe handler that uses vanilla recipe system or isn't supported by KubeJS
```

```
// You can copy-paste the json directly, but you can also make more javascript-y by removing quotation marks from keys
```

```
// You can replace {item: 'x', count: 4} in result fields with Item.of('x', 4).toResultJson()
```

```
// You can replace {item: 'x'} / {tag: 'x'} with Ingredient.of('x').toJson() or Ingredient.of('#x').toJson()
```

```
// In this case, add Create's crushing recipe, Oak Sapling to Apple + 50% Carrot
```

```
// Important! Create has integration already, so you don't need to use this. This is just an example for datapack recipes!
```

```
// Note that not all mods format their jsons the same, often the key names ('ingredients', 'results', ect) are different.
```

```
// You should check inside the mod jar (mod.jar/data/modid/recipes/) for examples
```

```
event.custom({
```

```
  type: 'create:crushing',
```

```

ingredients: [
  Ingredient.of('minecraft:oak_sapling').toJson()
],
results: [
  Item.of('minecraft:apple').toResultJson(),
  Item.of('minecraft:carrot').withChance(0.5).toResultJson()
],
processingTime: 100
})

```

// Example of using items with NBT in a recipe

```

event.shaped('minecraft:book', [
  'CCC',
  'WGL',
  'CCC'
], {
  C: '#forge:cobblestone',
  // Item.of('id', '{key: value}'), it's recommended to use /kubejs hand
  // If you want to add a count its Item.of('id', count, '{key: value}'). This won't work here though as crafting
  // table recipes to do accept stacked items
  L: Item.of('minecraft:enchanted_book', '{StoredEnchantments:[{lvl:1,id:\"minecraft:sweeping\"}]}' ),
  // Same principle, but if its an enchantment, there's a helper method
  W: Item.of('minecraft:enchanted_book').enchant('minecraft:respiration', 2),
  G: '#forge:glass'
})

```

// In all shapeless crafting recipes, replace any planks with Gold Nugget in input items

```

event.replaceInput({type: 'minecraft:crafting_shapeless'}, '#minecraft:planks', 'minecraft:gold_nugget')

```

// In all recipes, replace Stick with Oak Sapling in output items

```

event.replaceOutput({}, 'minecraft:stick', 'minecraft:oak_sapling')

```

// By default KubeJS will mirror and shrink recipes, which makes things like UU-Matter crafting (from ic2) harder to do as you have less shapes.

// You can use noMirror() and noShrink() to stop this behaviour.

```

event.shaped('9x minecraft:emerald', [
  ' D ',
  'D  ',
  '  ',
], {

```

```
D: 'minecraft:diamond'  
}).noMirror().noShrink()  
})
```

Possible settings you can change for recipes. It's recommended that you put this in it's own server scripts file, like `settings.js`

```
// priority: 5  
  
// Enable recipe logging, off by default  
settings.logAddedRecipes = true  
settings.logRemovedRecipes = true  
// Enable skipped recipe logging, off by default  
settings.logSkippedRecipes = true  
// Enable erroring recipe logging, on by default, recommended to be kept to true  
settings.logErroringRecipes = false
```

As mentioned before, you can add any recipe from any mod with JSON syntax (see `event.custom({})`) but these mods are supported as addons with special syntax:

- [KubeJS Mekanism](#)
- [KubeJS Immersive Engineering](#)
- [KubeJS Thermal](#)
- [KubeJS Blood Magic](#)
- [KubeJS Create](#)

Ingredient Actions

Poorly documented things below!

You can transform ingredients in shaped and shapeless recipes by adding these functions at end of it:

- `.damageIngredient(IngredientFilter filter, int damage?)` // Will damage item when you craft with it
- `.replaceIngredient(IngredientFilter filter, ItemStackJS item)` // Will replace item with another (like bucket)
- `.keepIngredient(IngredientFilter filter)` // Will keep item without doing anything to it

- `.customIngredientAction(IngredientFilter filter, String customId)` // Custom action that has to be registered in startup script

IngredientFilter can be either

- `ItemStackJS ('minecraft:dirt', Item.of('minecraft:diamond_sword').ignoreNBT(), etc)`
- Integer index of item in crafting table (0, 1, etc)
- Object with item and/or index (`{item: 'something', index: 0}`, etc)

Examples:

```
onEvent('recipes', event => {
  event.shapeless('9x minecraft:melon_slice', [ // Craft 9 watermelon slices
    Item.of('minecraft:diamond_sword').ignoreNBT(), // Diamond sword that ignores damage
    'minecraft:melon' // Watermelon block
  ]).damageIngredient(Item.of('minecraft:diamond_sword').ignoreNBT()) // Damage the sword (also has to ignore damage or only 0 damage will work)

  // Craft example block from 2 diamond swords and 2 dirt. After crafting first diamond sword is damaged (index 0) and 2nd sword is kept without changes.
  event.shaped('kubejs:example_block', [
    'SD ',
    'D S'
  ], {
    S: Item.of('minecraft:diamond_sword').ignoreNBT(),
    D: 'minecraft:dirt'
  }).damageIngredient(0).keepIngredient('minecraft:diamond_sword')

  // Craft example block from 2 diamond swords and 2 stones. After crafting, diamond sword is replaced with stone sword
  event.shapeless('kubejs:example_block', [
    Item.of('minecraft:diamond_sword').ignoreNBT(),
    'minecraft:stone',
    Item.of('minecraft:diamond_sword').ignoreNBT(),
    'minecraft:stone'
  ]).replaceIngredient('minecraft:diamond_sword', 'minecraft:stone_sword')

  // Craft clay from sand, bone meal, dirt and water bottle. After crafting, glass bottle is left in place of water bottle
  event.shapeless('minecraft:clay', [
    'minecraft:sand',
    'minecraft:bone_meal',
```

```

[]'minecraft:dirt',
[]Item.of('minecraft:potion', {Potion: "minecraft:water"})
[]).replaceIngredient({item: Item.of('minecraft:potion', {Potion: "minecraft:water"})}, 'minecraft:glass_bottle')

[]// Register a customIngredientAction, and recipe that uses it
[]// This one takes the nbt from an enchanted book and applies it to a tool in the crafting table, for no cost.
[]// Thanks to Prunoideae for providing it!
[]Ingredient.registerCustomIngredientAction("apply_enchantment", (itemstack, index, inventory) => {
    let enchantment = inventory.get(inventory.find(Item.of("minecraft:enchanted_book").ignoreNBT())).nbt;
    if (itemstack.nbt == null)
        itemstack.nbt = {}
    itemstack.nbt = itemstack.nbt.merge({ Enchantments: enchantment.get("StoredEnchantments") })
    return itemstack;
})

[]event.shapeless("minecraft:book", ["#forge:tools", Item.of("minecraft:enchanted_book").ignoreNBT()])
    .customIngredientAction("#forge:tools", "apply_enchantment")
})

```

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