# KubeJS Ars Nouveau

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This addon allows you to create recipes for the mod [Ars Nouveau]()

```
ServerEvents.recipes(event => {
event.recipes.ars_nouveau.enchanting_apparatus(
    [
        "minecraft:sand",
        "minecraft:sand",
        "minecraft:sand",
        "minecraft:sand",
    ], // input items
    "minecraft:gunpowder", // reagent
    "minecraft:tnt", // output
    1000, // source cost
    // true // keep nbt of reagent, think like a smithing recipe
);

event.recipes.ars_nouveau.enchantment(
    [
        "minecraft:sand",
        "minecraft:sand",
        "minecraft:sand",
        "minecraft:sand",
    ], // input items
    "minecraft:vanishing_curse", // applied enchantment
    1, // enchantment level
    1000, // source cost
);

event.recipes.ars_nouveau.crush(
    "minecraft:tnt", // input block
    [
        Item.of("minecraft:sand").withChance(1.0),
//        { item: Item.of("minecraft:sand").withChance(1.0), maxRolls: 4 }
```

```
    ] // loot table
    // true // drop the item in world?
);


/*
// this *does* work, but the recipe must be a valid glyph
// in the tome, so this really can only be used to
// replace a glyph's recipe
event.recipes.ars_nouveau.glyph(
    "minecraft:tnt", // output item (glyph)
    [
        "minecraft:sand",
        "minecraft:gunpowder",
    ], // input items
    3 // exp cost
);
*/

// accessible via `/ars-tome id` in this case `/ars-tome kubejs:not_glow`
event.recipes.ars_nouveau.caster_tome(
    "Not-Glow Trap", // name,
    [
        "ars_nouveau:glyph_touch",
        "ars_nouveau:glyph_rune",
        "ars_nouveau:glyph_snare",
        "ars_nouveau:glyph_extend_time",
        "ars_nouveau:glyph_light"
    ], //spell
    "Doesn't snare the target and grant other targets Glowing.", // description
    16718260, // color
    {
        "family": "ars_nouveau:default",
        "pitch": 1.0,
        "volume": 1.0
    },
).id("kubejs:not_glow")

event.recipes.ars_nouveau.imbuement(
    "minecraft:sand", // input item
    "minecraft:tnt", // output
    1000, // source cost
```

```
      []
    )


    event.recipes.ars_nouveau.imbuement(
        "minecraft:red_sand", // input item
        "minecraft:tnt", // output
        1000, // source cost
        []
    )
})
```

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