

# KubeJS Botany Pots

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This mod allows you to create crops, soils, and fertilizers for the [Botany Pots](#) mod.

```
ServerEvents.recipes(event => {
  event.recipes.botanypots.crop(
    "minecraft:candle", // seed item
    ["oak_leaves"], // categories that this crop can be planted on
    { block: "minecraft:candle" }, // display block
    [
      Item.of ("minecraft:candle") // item
        .withChance(100) // weight of this entry compared to the others
        .withRolls(1, 2) // the times this loot will be chosen (min, max)
        // for example, when chosen this will give 1 to 2 candles
    ],
    10, // growthTicks
    1, // optional, growthModifier - this can be set to 1 in most cases
  )

  event.recipes.botanypots.soil(
    "minecraft:oak_leaves", // the item that this soil is attached to
    { block: "minecraft:oak_leaves" }, // display block
    ["oak_leaves"], // categories that this soil provides
    100, // growth ticks that this soil will provide, set to -1 for no modifier
    0.5 // optional, growth modifier, example: 0.5 means all crops will take half the time
  )

  event.recipes.botanypots.fertilizer(
    "minecraft:iron_ingot", // fertilizer item
    10, // min growth ticks applied
    20 // max growth ticks applied
    // ex: 10 to 20 ticks will be randomly given to the crop
  )
})
```

```
// fired everytime a crop grows
BotanyPotsEvents.onCropGrow(event => {
  // event.random : the random object associated with the event
  // event.crop : a crop object describing the crop grown
  // event.originalDrops : an array of items this crop drops
  // event.drops : a writable array that changes the drops of the crop
  console.log([event.random, event.crop, event.originalDrops, event.drops].join(","))
})
```

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Revision #4

Created 1 March 2023 17:30:28 by Bob Varioa

Updated 16 January 2024 21:07:47 by Bob Varioa